

International Match

Complete Record of the Games Played

Between Players of

Great Britain and the United States

Boston, March 14th to 25th, 1905.

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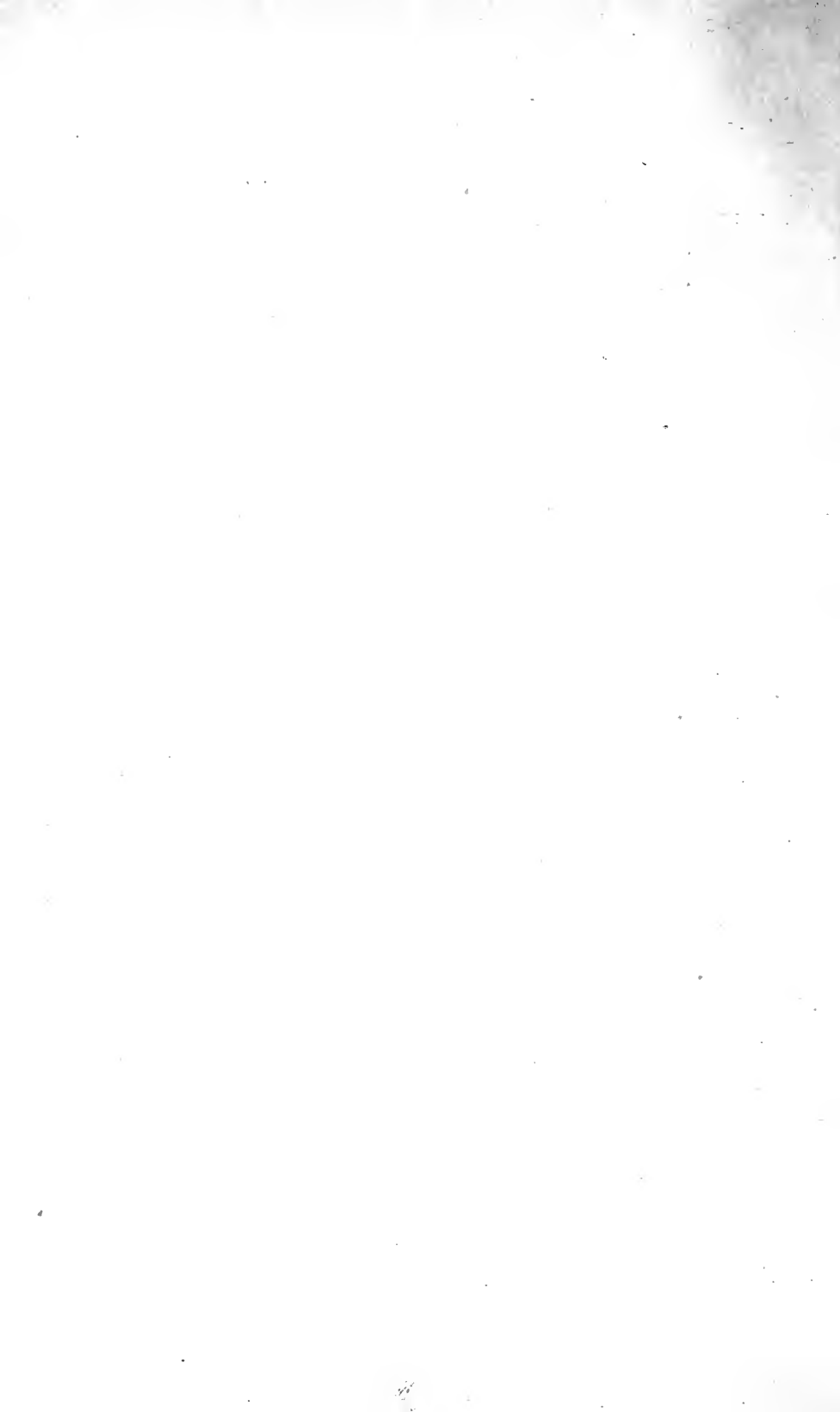
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GEO. W. DEARBORN,
Chairman Executive Committee.



THE INTERNATIONAL MATCH.

At the annual meeting of the New England Checker Association, held Feb. 22, 1904, Mr. Geo. W. Dearborn, after a spirited discussion moved that the New England Checker Association and the Boston Checker Club unite in an invitation to the Scottish and English Draughts Associations to nominate a team of ten players to meet a team of ten American players in an international match, to be played in the city of Boston. In pursuance of the instructions and powers conveyed by the unanimous adoption of this motion, the following named gentlemen, Geo. W. Dearborn, A. J. Kirby, Frank A. Fitzpatrick, Samuel Grover, W. G. Hill, Charles Ubel, Ernest Williams, J. J. Lannin, and Dr. Edward Hamm were appointed members of an Executive Committee, to act jointly with George H. Dean, President Boston Checker Club, A. J. Heffner, and H. L. Pigeon, appointed by the Boston Checker Club.

This committee organized by electing Geo. W. Dearborn, Chairman; Dr. Edward Hamm, Treasurer; and Frank A. Fitzpatrick, Secretary. After due deliberation, the following invitation was sent to Mr. Alex Bryson, of the *Draughts World*, Glasgow, Scotland, to be communicated to the Scottish and English Draughts Associations:

BOSTON, MASS., MARCH 25th, 1904.

To the English and Scottish Draughts Associations.

GENTLEMEN:—

We take pleasure in informing you that at a meeting of the Executive Committee of the New England Checker Association,

held at the American House in Boston, on March 9th, 1904, and acting in conjunction with a committee from the Boston Checker Club, both committees having full powers to represent their respective organizations, passed by a unanimous vote, the following resolution:—

“Resolved,—That we, the members of the Executive Committee of the New England Checker Association, acting in conjunction with a committee from the Boston Checker Club, extend to the English and Scottish Draughts Associations an invitation to send a team of their representative players to the United States to participate in a team match, with a similar number of American players.

“Be it further resolved,—That the match or tournament be played in the city of Boston, at such time as may be mutually acceptable to all parties concerned, and, in consideration of the fact that the English and Scottish players have to make an ocean voyage, and absent themselves from business for a much longer period than the American players, and for other considerations, we, representing the American players, contract for, and pay all bills incidental to the playing of the match, said bills also to include the travelling expenses of all the foreign players from the time of leaving home shore until they arrive at home shore again.

“It is also resolved,—That we, wishing to set ourselves right with the English and Scottish Draughts Associations, declare that this invitation to visit and play with us is prompted by a desire for a closer acquaintance with them, and incidentally to advance the interests of the game we mutually love so well.”

In conclusion, we will say that we have outlined a programme for a contest of about ten players on each side. Rules governing the play style of restrictions, if any, and other details, we leave open for discussion with the special committee, consisting of—Mr. Samuel Grover, chairman; Mr. A. J. Heffner, and Mr. George W. Dearborn, and can be arranged to the satisfaction of all, the main object in view being to bring together in friendly rivalry and intercourse, many of the world's most famous players, which must lead to life-long memories and friendships, besides advancing beyond measure the interests of the game of draughts.

We trust that the Draughts Association of our transatlantic friends will give this matter the attention it deserves.

Hoping for a favorable reply, we remain,

Fraternally yours,

Joint-Committee of the N. E. C. Association and B. C. Club:—

GEORGE W. DEARBORN, *Chairman.*
A. J. KIRBY, *Pres. N. E. Association.*
W. G. HILL.
EDWARD HAMM, D. D. S., *Treasurer.*
FRANK A. FITZPATRICK, *Secretary.*
SAMUEL GROVER.
A. J. HEFFNER.
CHARLES UBEL.
ERNEST WILLIAMS.
JOSEPH J. LANNIN.
GEO. H. DEAN, *Pres. Boston C. C.*
H. L. PIGEON.

To this invitation the Scottish and English Draughts Associations replied, accepting the invitation as below.

GLASGOW, 27th SEPTEMBER, 1904.

DEAR MR. FITZPATRICK,

The Committees representing the English and Scottish Draughts Associations, after much correspondence and interchange of ideas, rendered somewhat protracted on account of the holiday season, and the wide area covered by the Committees, have unanimously agreed to accept your generous invitation to take out a team of draughts players to represent Great Britain against a team representative of the United States of America. We now beg to give official confirmation of our acceptance upon the conditions hereafter stated, and which have been mostly proposed by your respected Committee. At the outset we desire to imitate the commendable spirit which you have so ably manifested in the correspondence

conducted by you through our good friend, Mr. Bryson of the *Draughts World*, and to reciprocate the hope that the bonds of brotherhood and good friendship may be strengthened between us, a friendship to be considered of more importance than the mere glory of victory, however eagerly each team may strive to attain it. The initial stages of our negotiations have been of such a pleasant character that we are quite satisfied this International gathering will mark an epoch in the history of our game.

1st.—We propose leaving Liverpool by the first sailing in March, (about the 4th), and to commence the match on the Monday after we land.

2nd.—We agree to the suggestion that the match be continued ten days, and that each member of the team play each member of the opposing team.

3rd.—We agree to the two-move restriction by ballot, barring the following as unplayable:—12-16 or 11-16, followed by 23-19; and 9-14 or 10-14, followed by 23-18 or 21-17.

4th.—We desire to suggest the following:—Hours of play, starting 12.30 p. m. till 5 p. m; evening sitting, from 7 p. m. till 11.30 p. m. Any unfinished game at the close of either session, to be finished before rising, the two players to be allowed, if desired, the usual interval before starting evening session. Two games to be played at each session. This suggestion is one which may be considered hard, but it is one which is supported unanimously by the playing members of our Committee, and is fair to both contestants.

5th.—We agree to a conference after arrival in Boston, to discuss general matters, such as huffing and other claims, which are now generally regarded as obsolete. We suggest that the rules may be discussed upon those of *M'Culloch's-Anderson*, which was the last publication to revise the original rules of *Anderson's 2nd*.

6th.—We agree to each pair of players having a timekeeper.

7th.—Umpire to be mutually agreed upon.

8th.—We agree to the copyright of games being vested in your Executive Committee, and leave the matter as to the disposal of

complimentary copies entirely in your hands. The suggestion you make, to give our representatives each a copy as a memento of this historic occasion, is a very generous one, and is highly appreciated by our Committee.

In this official communication it is perhaps impossible to cover all the details which the usual articles of a match make binding, but we are satisfied that no effort will be spared on either side to carry through all the arrangements in a truly friendly and sportsmanlike spirit. We shall be glad to reply to any further suggestions from your side, but we consider the understanding mutually agreed upon is sufficient ground work for proceeding with the arrangements for the match. We do not intend to select our players till later on, but it is very gratifying to ourselves, as it must be to you, to know that all the players of note are willing and anxious to take part in the contest. We shall communicate with you further as to sailing and the completing of arrangements with the Shipping Co., which you have so handsomely undertaken to do.

Signed on behalf of Scottish Draughts Association:

JOHN GAREY, M.D., J.P., *Hon. President.*

J. W. HILLHOUSE, *Hon. Treasurer.*

ALEX. BRYSON, *Hon. Secretary.*

Signed on behalf of English Draughts Association.

JOSEPH TOWNSEND, *President.*

ALLAN HYND, *Treasurer.*

WM. VALLANCE, *Secretary.*

The American Executive Committee appointed Mr. Geo. W. Dearborn, Mr. Samuel Grover and Mr. A. J. Heffner as a Subcommittee to select the American team and to arrange all matters relative to the details of the forthcoming match.

This Committee sent out letters of inquiry asking the advice of every player, whose address could be learned, relative to the composition of the American team. Rejecting the votes of New England players, this advice caused the selection of Charles F. Barker, A. J. Heffner, Samuel Grover, Clarence Freeman, Melvin Pomeroy,

Dr. August Schaefer, Geo. W. Dearborn, Charles Hefter, John F. Horr, and Lucius T. Head, as members of the American team. For various reasons Mr. Freeman, Mr. Pomeroy, and Mr. Hefter declined to accept positions on the team. The Committee then selected Mr. H. B. Reynolds, Mr. John T. Denvir, and Mr. Willis G. Hill to fill the vacancies. Mr. Percy Bradt, Mr. G. A. Pierce and Mr. W. C. Parrow, were elected substitutes to fill any untoward vacancy that might occur.

The British team, Mr. Richard Jordan, Mr. J. Ferrie, Mr. J. Searight, Mr. Robert Stewart, Mr. G. Buchanan, Mr. Alfred Jordan, Mr. Allan Hynd, Mr. Willie Gardiner, Mr. Herbert Morrall, and Mr. W. Halliwell arrived in New York on March 12. They were met by a delegation of American players and escorted to Boston. On the evening of the same day a complimentary dinner was given to the British and American teams by the Executive Committee at the American House. Acting Mayor, Alderman Daniel Whelton, of the City of Boston, welcomed the visiting team to the city. Dr. Edward Hamm presided, and Mr. Frank A. Fitzpatrick acted as toast-master. Interesting and enthusiastic speeches were made by Mr. Allan Hynd, Mr. J. Ferrie, Mr. Geo. H. Dean, Mr. Geo. W. Dearborn and Mr. A. Bryson.

At a conference of the playing committees, it was agreed to play the match under the rules found in McCulloch's, Anderson & Lea's Guide to the Game of Draughts; Mr. A. Bryson and Mr. F. A. Fitzpatrick were chosen referees. At the close of the match cheers were given for both teams and the occasion rounded up by a reunion of both teams with the members of the Executive Committee.

The Executive Committee take this occasion to thank the players of America, who, by their hearty response to the appeal for aid made the match possible. The Boston Checker Club and the New England Checker Association desire to express their hearty thanks for services rendered by visiting players during the match. We testify to the deep impression made upon us by the gentlemanly demeanor and high qualities of the members of the British team. To the members of the American team, who gave of their time and

energies in this, the most exacting contest in the history of the Game of Draughts, the Executive Committee has only words of praise.

It is particularly gratifying that the money raised for all expenses of this match was subscribed wholly and entirely by checker players.

Respectfully submitted,

FRANK A. FITZPATRICK,
Secretary.

GEO. W. DEARBORN,
Chairman Executive Committee.

THE PLAYERS

THE five Scottish representatives of the International British team were Richard Jordan, James Ferrie, Robert Stewart, George Buchanan, and James Searight. At different times, Jordan and Ferrie have won the championship of the world. Stewart has five times won the championship of Scotland in the Scottish tourneys. Buchanan has twice been the winner of the Scottish tourney premier honors. Searight is considered by good judges to be in the front rank of living players.

The five English representatives were Allan Hynd, Alfred Jordan, Willie Gardner, Herbert Morrall, and W. Halliwell. Each, except Halliwell, has won the English championship in the English tourneys. Halliwell, a brilliant player, of modest mien, has not yet won premier honors, but owed his selection to his magnificent score in the late English-Scottish tourney.

From this short sketch it may be seen that the British team were worthy representatives of the old country. They justified by their playing the confidence reposed in them.

RICHARD JORDAN.

RICHARD JORDAN was born in Edinburgh, November 4, 1872. When about fifteen he began to play the game and made his first mark as a player of ability in 1890, when he won the gold medal of the Edinburgh Club. In 1891, he won the medal offered for competition by Wyllie to all who succeeded in drawing a game with him.

The final struggle rested with Jordan and W. Porte, and ended in a score of Jordan 2: Porte 0; drawn 4. Shortly afterwards a subscription purse was put up for a 20-game match between Jordan and the old man himself. The resulting score of Wyllie 2, to Jordan 1, and 17 draws, marked him as a coming champion.

In 1893 Jordan entered for the Scottish Championship, which was inaugurated that year. Meeting Stewart of Kelty, he sustained the first and only defeat he has had, Stewart winning 2 to 1, and 9 drawn. Jordan did not consider the conditions a satisfactory test and challenged Stewart to a match of 20 games, winning by 4 to 0, and 13 drawn. He afterwards met and defeated J. C. Brown, the Border Champion, and R. Fraser of Dundee.

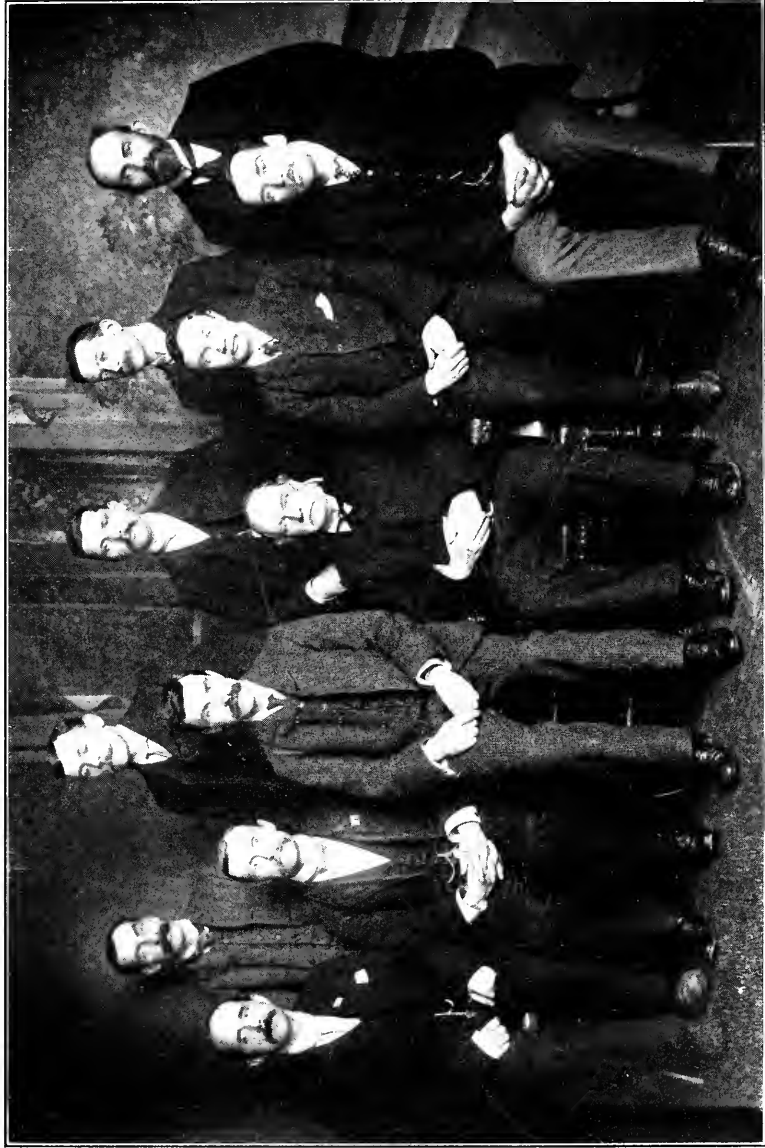
In 1896, he again entered the Scottish Championship, and piloted his way safely through to the final, encountering James Ferrie, who at the time held the Championship of the World, having won it from Wyllie in a match of 88 games in 1894. Such a result at once set negotiations afoot for a set match of 40 games under a style of restriction in advance of anything yet put up for bringing out the natural abilities of a player. Jordan came off victor by 4 to 3, and earned the title of Champion of the World. In 1897, Stewart challenged him to a 40-game match for £100 and the title. The match took place in Edinburgh and resulted in a win for Jordan by 4 to 2 and 33 drawn.

Shortly afterwards on the invitation of Australian players, he sailed for Melbourne, and spent about 18 months touring the colonies, giving exhibitions of his skill in cross-board and simultaneous play. It was while on this visit that negotiations for the match with the American Champion, Charles F. Barker, were begun. This match was played in Boston, and resulted in the score, Barker 2: Jordan 2, drawn 36.

JAMES FERRIE.

FERRIE was the first of the new school of draughts players to defeat the veteran "Herd Laddie". This he did in 1894, in a match of 88 games which he won by 13 to 6 and 69 drawn. Ferrie was born at Greenock, December, 1857. Luck has been against him. He has never been able for business reasons to play matches abroad.

J. Seuright, R. Stewart, Allen Hynd, Herbert Morrall, James Ferrie.



BRITISH TEAM.

Willie Gardner, Alfred Jordan, Richard Jordan, Alex. Bryson, George Buchanan, W. Halliwell.



He has been a regular competitor in the Scottish Championship, although he has only once received the honor. Three times he was runner-up.

He won his club championship at Greenock, at 18. Next year he became prominent in the Glasgow "Central", a well-known resort of draughts players. In 1883 he played a match of 8 games with W. Campbell of Glasgow, who won by 1 to 0 and 7 drawn. He later defeated Beattie of Liverpool by 2 to 1 and 3 drawn. His next match was for £40 with G. Smith of London, whom he beat easily. Later in a friendly match he defeated J. P. Reed, the American ex-champion, by 4 to 1 and 1 drawn. In 1891 he won the Lincolnshire championship and county trophy, and that year became the first champion of Scotland through a match with William Bryden of Glasgow, for £100. He won the World's Championship from Wyllie in 1894, but lost it in 1896, to Richard Jordan, the present champion, by a score of 4 to 3 and 33 drawn.

ROBERT STEWART.

ROBERT STEWART was born at Blairadam, where he now lives, on the thirty-first of August, 1873, and is therefore 33 years of age. Of a quiet and unassuming nature, he carries his honors with a discretion that is rarely met with in the arena of sport. Starting to practise the game when 14 years of age, he played in the Kelty Club competitions, and carried off premier honors three years in succession, thereby gaining the first-class medal outright. He played the "Herd Laddie", on that gentleman's return from his tour of the Antipodes, when only 18 years of age. Six games were played, each having a win, and four games were drawn, the match ending level. He has played in seven Scottish draughts tournaments, winning premier honors on five occasions, being third the first year he contested. On his winning the championship three years in succession, he was made the recipient of a handsome gold medal from the Scottish Draughts Association, and for the past two years has left the competition open for other aspirants.

He has played in three international matches against England, at London, Glasgow, and Newcastle-on-Tyne, and in all these matches he never lost a single game. He won the gold medal as top scorer of the Scottish team at Newcastle-on-Tyne in 1903.

He has played R. Jordan, champion of the world, three times, and emerged victorious on one occasion. For the past two years he has been giving blind-fold exhibitions in different parts of the country, his last effort being at Carlisle on January 20th, 1905, when he played a team of 25 players simultaneously, several of them being noted players from Dumfriesshire and Cumberland—with the result that he won 19 of the 25 games, there being 6 draws. That performance constitutes a record, there being five or six boards more than were ever attempted. In all his blind-fold exhibitions he has never lost a single game.

GEORGE BUCHANAN.

BORN in St. Mundo, in 1876, and lives in Glasgow. Was champion of Scotland in 1905, and winner again in 1906. A consistent and brilliant player in the Scottish tourneys since 1893, when at the age of 17 he was beaten in the finals by Stewart. He annotated the Scottish Tourney games of 1898 in a most creditable style. By common consent he stands in the front rank of the world's great players.

He enjoys with A. B. Scott, the distinction of being the only competitor who has taken part in all the Scottish tourneys. He has contested in three international matches with England and one with America. He won first in the 1906 Scottish tourney, against a formidable list of contestants, without losing a game. He possesses a remarkable memory and is equally good at analysis, blind-fold simultaneous and cross-board play.

JAMES SEARIGHT.

BORN in Glasgow in 1869. At an early age he joined the Glasgow South Side Club, where he gained distinguished honors. Was engaged as trainer for Ferrie in the latter's match with Bryden. He defeated M'Kelvie in 1892 for a stake of \$250, and the championship of Glasgow; Searight, 11, M'Kelvie 1, drawn 11. He has played in every Scottish tourney since 1893, making creditable scores, and yet is the only member of the present Scottish team who has not won the championship. He was the only British player to win both from Heffner and Barker.

ALLAN HYND.

ALLAN HYND was born in Dunfermline, in 1873, but has resided in Manchester, England, for most of his adult life. His checker career dates from 1885, when R. Martins' performances induced the boy to begin a serious study of the game. It was 10 years before he was in first-class company, but in 1895, was runner-up for the Lanchashire championship, and in 1897 and 1898 won the title. Among his noted matches was one against odds, with such a strong player as Atwell of London, which Hynd won easily. He also defeated Freedman in 1899, in a set match on even terms, after Freedman had offered odds. He is one of a family of checker players, his father, still living at 88, being a strong player, and two brothers are very good at the game. Mr. Hynd is a relative of Robert Stewart's, also a member of the team, and the two compare notes very thoroughly, for although residing in places far apart, their vacations are always spent together.

WILLIE GARDNER.

WILLIE GARDNER is a native of Leeds, County of Yorkshire, where he was born in February of the year 1863. When 17 years of age he commenced to play checkers with his father, a fairly strong tutor, and shortly afterwards, through the medium of the *Leeds' Mercury* Draughts Column, gained an introduction to the local checker circle which then consisted of Strickland Birkenshaw, F. Allen and C. G. Rodgers, besides many leading lights of but little inferior skill. With such antagonists he made rapid progress, a few years placing him in the front rank of English masters.

In 1881 and '82 he played Marsden of Leeds and Barratt of Wakefield for small stakes and defeated them both. A subscription match with Beattie of Liverpool was also added to his credit in 1883 by the score of 1 win and 5 games drawn. In 1885 a subscription match of 20 games with Strickland of Leeds ended in a tie, but a second match in 1886 for a stake of \$250, was won by Gardner by 4 wins to 2, and 37 games drawn. Gardner contributed his mite to the literature of the game some years ago, winning Janviers' prize for the greatest number of corrections published

on Janviers' Anderson. His name is perhaps better known in connection with the 7-11 Will o' the Wisp pamphlet, published by Leggett and Gardner.

Gardner's organizing powers are recognized by all who know him, as through his efforts and advice a number of English city and country organizations owe their existence. For many years he has held the blind-fold record, having twice played 22 games at checkers simultaneously without sight of the board. This number was passed in February last by Stewart playing 25, which Gardner purposes to again surpass shortly. He has played in four English championship tournaments, winning the first one under the English Draughts Association management at Liverpool in 1888, and taking third prize at Leeds in 1902. In the London Tournament of 1901 he won the consolation prize offered for those beaten in the first round.

ALFRED JORDAN.

ALFRED JORDAN was born in London, November 6, 1870. Learned the games of chess and draughts at a very early age. He is a charter member of the London Wanderers Club, and has always been a factor in the club competitions. He won the London championship cup in 1890, losing it shortly after to Mr. F. Tescheleit. Secured third prize in the English tourney of 1891, and won the championship in the English tourney of 1892. In the same year he won back the London championship from Tescheleit, and held it for three years in succession, securing thereby the ownership of a cup, conditioned on three successive annual wins. In 1897 he became owner of a cup offered on conditions somewhat similar. On a third cup requiring 12 wins to secure ownership, Mr. Jordan has secured eight.

(Adapted from *Draughts World*, Dec. 1892.)

HERBERT MORRALL.

HERBERT MORRALL was born at West Bromwich in 1874, but has lived in Liverpool since 1880. Much of his early life was at sea, first on the Isle of Man boat, and then in the South American trade.

It was at this stage he took up checkers, under the guidance of

J. McLennan, and rapidly established a claim as one of the strongest of English players. In an exhibition match with the famous Robert Martins, Martins won 2, Morrall 1, and 24 drawn, a very creditable record for relatively a beginner. He won the English national tourney in 1904.

W. HALLIWELL.

W. HALLIWELL, is a native of Duckinfield, near Manchester, England, is about 45 years of age, and has long been recognized as one of the strong players in the midland counties of England, though he has no championships in his record. His magnificent score against the strong players in the Scotland-England international match of 1904, prompted his selection for the transoceanic match.

OF the ten members of the American team, Charles F. Barker and August J. Heffner have each held the championship of America, and Samuel Grover the championship of New England. George W. Dearborn, John F. Horr, L. S. Head, Dr. August Schaefer, H. B. Reynolds, John T. Denvir, and Willis G. Hill, while never holding championship honors, have an enviable reputation as players, and did their best to justify the confidence of their friends.

CHARLES FRANCIS BARKER.

MR. BARKER was born in Boston, U. S. A., March 11, 1856. He began to study the game when very young, and at 15 made the creditable score of 3 wins to 10, and 12 drawn with the famous "Herd Laddie", who was then touring America. With David Kirkwood, a noted Scotch player, who about that time settled in Boston, he made an even score of 2 each and 21 drawn. A similar result followed a meeting with W. H. Broughton, a noted American player. In a match for the American championship in 1878, Barker defeated C. Priest, by a score of 9 to 2 and 32 drawn; in a second match with the same player he won by 3 to 1 and 45 drawn. About 1880 he was defeated by James Moir, who was making a tour of

the states. The score was 4 to 0 and 16 drawn. There was no stake. In 1881 he played a match at Boston with J. P. Reed of Pittsburg, for the American championship and \$400 and won 4 to 1. He next challenged Wyllie for \$100 a side and the World's championship. The match played in Boston resulted in a draw, 1 each and 48 drawn.

In 1885 he was challenged by Freeman of Providence, R. I., for the American Championship and lost by the score of Freeman 6: Barker 3, drawn 39. Soon after the title again changed hands in a match between Heffner of Boston and Freeman. Heffner was in turn challenged by Barker, and the match, played in Providence in 1886, resulted in a win for Barker 2 to 1 and 47 drawn. He was challenged by Reed in 1887 and won 5 to 1 and 41 drawn. Twice since then he has met Reed, losing the next match, and winning the last one in 1891. Mr. Barker has published two works on the game, "The World's Checker Book," and the "American Checker Player."

For several years he edited a column in the *Boston Globe*. For a number of years he has been the controlling genius of Ajeeb, the Automaton, which has visited all the principal cities of the States, and is now located in Austin & Stone's Museum, Boston.

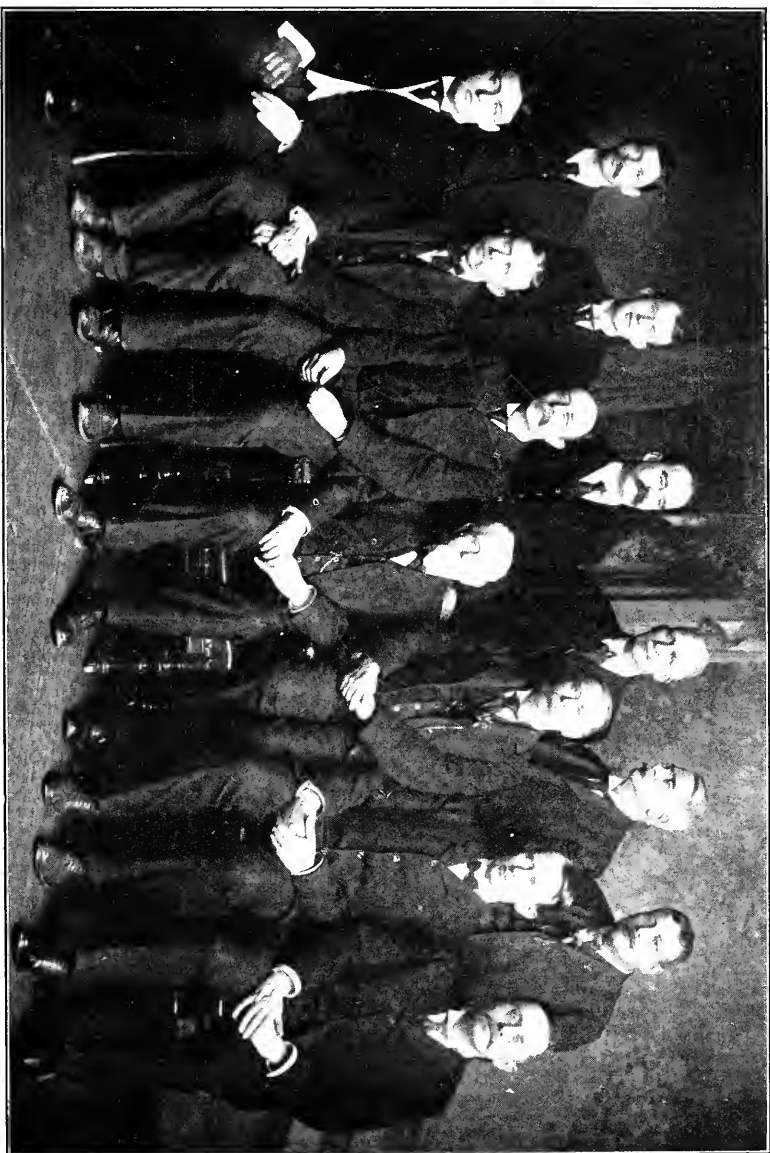
AUGUST J. HEFFNER.

AUGUST J. HEFFNER, born April 5, 1858. At an early age became attached to the game and soon developed great skill. Defeated by W. R. Barker in a five game match; Barker 1, Heffner 0, drawn 4. Defeated C. F. Barker; Heffner 2, Barker, 0, drawn 2. Lost to Yates: Yates 3, Heffner 0, drawn 3. He defeated H. Z. Wright for a \$50 stake in 1884; Heffner 7, Wright 3, drawn 10. Defeated Busby; Heffner 6, Busby 2, drawn 10.

Heffner won the American championship from Freeman by a good score. Lost the Championship to Charles F. Barker; Barker 2, Heffner 1, drawn 47. Since the last match Mr. Heffner has engaged in a few friendly matches and has been uniformly successful. His fame as an analyst is unsurpassed. He is now conducting a checker column in *The Boston Herald*, and for many years previous to 1902, conducted columns in *The Boston Globe* and *Boston Post*, successively.

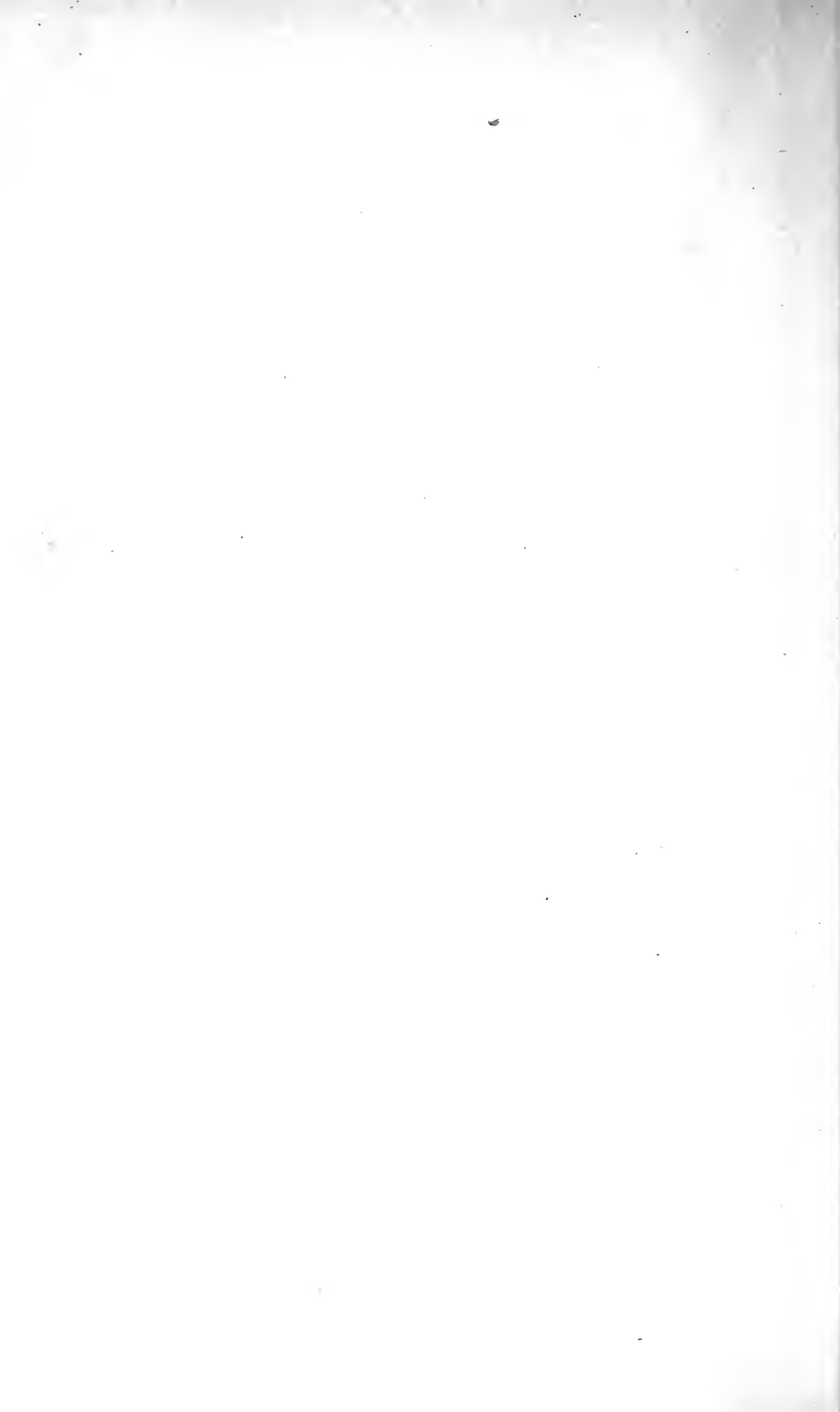
(*Draughts World*, Nov. 1893.)

W. G. Hill, L. S. Heel, J. J. Linnin, Dr. Edward Hamm, Frank A. Fitzpatrick, Samuel Grover.



AMERICAN TEAM.

Jno. F. Horr, Jno. T. Denvir, A. J. Heffner, Geo. H. Dean, Chas. F. Barker, H. B. Reynolds, Dr. A. Schaeffer.



SAMUEL GROVER.

SAMUEL GROVER was born in Avon, Maine, on Nov. 5, 1864. When a small boy, his parents moved to Farmington and it was here that his first insight into the game of checkers was acquired from S. S. Laughlin, who is to-day one of the strongest players in the state of Maine.

In the year 1888 he came to Boston and entered the employ of the John P. Squires Co., and to-day holds one of the most responsible positions in this concern. Shortly after he came to the "Hub" he joined the Boston Checker Club, and became one of the leading spirits, and through his efforts, joined with other enthusiasts, was the means of bringing the Boston Checker Club to the high standard that it occupies to-day.

Up to the time of the late International Match he had been a participant in nearly all tournaments and with one or two exceptions captured first prize. He has only engaged in three public matches for a stake, but was successful in each contest. His first match for a stake, was in 1893, when he defeated H. Z. Wright for the championship of Massachusetts, the score standing at the close, Grover 8, Wright 2, drawn 19. His next opponent was Charles W. Lawson, champion of Rhode Island, who after five days' play met his Waterloo with the score: Grover 6, Lawson 0, drawn 9. His next match was with Harry Freedman, the famous Scottish expert, who while on a visit to this country, challenged Mr. Grover to a match of 20 games for a stake of \$400, and suffered defeat by the score, Grover 4, Freedman 2, drawn 13.

GEORGE W. DEARBORN.

GEORGE W. DEARBORN was born in New Market, N. H., January 13, 1855, at which place he lived until about nine years of age, when his parents moved to Biddeford, Me. Here he first commenced to play checkers under the tuition of his grandfather, Hatch Gordon, who was a strong natural player. Young Dearborn made rapid progress in the game and soon was able to hold his own with the best players of the vicinity. With more mature years he became well known throughout the country as a strong player, and has met and played, with varying results, most of the great players of his day.

Mr. Dearborn was for several years President of the New England Checker Association, and is an enthusiastic lover and worker for the good of the game. His love of sport has taken him to other fields besides checkers, and he has long been noted as an enthusiastic hunter and fisherman at which pursuits he spends most of his spare time.

In business he has been successful, and has always been noted for his uprightness and square dealing. At present he is superintendent of the Lowell Weaving Company, in whose services he has been since its organization in 1895.

W. G. HILL.

WILLIS GRANT HILL was born in Grantville, Vt., February 12, 1872, moving at an early age to Manchester, N. H. At the age of 14, he commenced the study of checkers, and mastered the scientific points of the game very rapidly. As chances of cross-board play in the country were limited, he did not become prominent as a player until '94, when he defeated Arlie Oliver, the state champion, for a stake of \$50 per side.

Mr. Hill is one of the most promising of the younger American players. In the International Match he had but two weeks' notice of his selection to take the place of Mr. Clarence Freeman, of Providence, R. I., who was unable to play on account of ill health.

L. S. HEAD.

L. S. HEAD was born Nov. 23, 1865, at Albany, N. Y. In 1886 he moved to Minneapolis, Minn., and resided there until 1892, during which time he contested a match with Dr. W. E. Truax for the state championship and a stake of \$100. The score was Head 7, Truax 3, drawn 7. Mr. Head has not figured in match play to any great extent, although he has played nearly all the best American players with creditable scores.

His most notable achievement was in defeating J. P. Reed in 1896, by score of 8 to 7 with 9 drawn in a series lasting a week. Mr. Head returned to Albany some eight years ago, and since that time has had very little cross-board practice, though still as interested

in the game as ever. He is now located at Bronxville, N. Y., in the employ of J. J. Lannin, a well-known expert, and member of the Boston Checker Club.

JOHN F. HERR.

BORN in Lima, Livingston Co., N. Y., Dec. 6, 1878; resided there until 1891, when he moved to Buffalo, N. Y. First played checkers at the old Y. M. C. A., on Mohawk St., where he became acquainted with Spayth and Muggridge and other celebrated players. In 1900 he visited New York City and won from the pick of the metropolitan players, including Dr. Schaefer, J. McEntee, and B. Coons. In the New York vs. Massachusetts team match of 1894, his games played with C. F. Barker, American Champion, were drawn.

HARRAH B. REYNOLDS.

HARRAH B. REYNOLDS was born at Flushing, N. Y., May 21, 1872. He graduated from the Rochester High School in 1889 and the following fall entered the University of Rochester. Three years later he left college to accept an appointment in the Post Office Department, with which he is still connected.

Mr. Reynolds has made his reputation as a checker player across the board, taking no interest in securing fame as an analyst or problemist.

In the inter-state match, Massachusetts vs. New York State, Mr. Reynolds organized the New York State team, and on arrival at Boston was elected by them as captain, but was defeated by one win and two draws by A. J. Heffner.

Mr. Reynolds is looked upon as one of the most brilliant and most capable of the younger American players.

JOHN T. DENVER.

MR. JOHN T. DENVER was born in the city of Chicago, in the year 1859; was graduated from St. Ignatius College. At the age of 18

he learned the printing trade. At the present time Mr. Denvir is a builder, having in course of erection at this time many buildings.

Mr. Denvir is editor of the Checker Column in the *Chicago Inter-Ocean*, which he has ably conducted without missing an issue for over nineteen years. As an author Mr. Denvir has published a work on the "Single Corner", and Denvir's "Lessons on Checkers, of Checkers Simplified." In the year 1905 Mr. Denvir issued a work on Checkers, which has met with favorable commendation from all classes of players, known as "Denvir's 200 Traps and Shots." Mr. Denvir has also published "Durgin's Single Corner" "Denvir and Bradt's Second Double Corner"; "Truax Black Doctor"; "Barker-Reed Match Games"; "Teschleit's Double Corner"; and the *American Checker Review* for a number of years.

DR. AUGUST SCHAEFER.

DR. AUGUST SCHAEFER, was born in New York City, Dec. 24, 1856. He was accounted one of the best of the metropolitan players when in his teens, and at 20 years began his checker career by winning a match of J. Dempster, an old time expert, by a score of 7 wins to 9 drawn, Dempster none. A match with H. Z. Wright, played at Danbury, Conn., soon after the Dempster match, was his first good performance, each winning two games.

He was a classmate, and during this period, an associate of the famous Dr. Yates, and has since played against Wyllie, Barker, Freeman, Reed, Heffner, Priest, Moir and others, with creditable scores. He is an indefatigable writer on checkers, particularly in the problem side of the game, has published numerous booklets on checkers and has a large experience in the field of lecturing on checker play, before clubs in and around New York.

FIRST DAY'S PLAY

BOARD No. 1. STEWART AND HORR

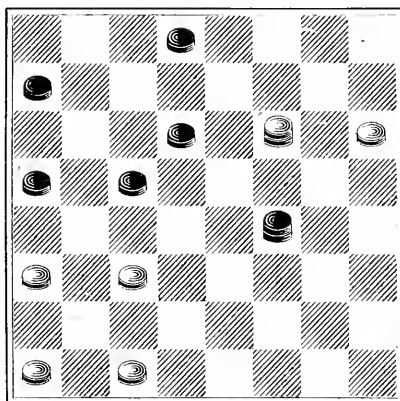
GAME No 1. BRISTOL 12-16, 22-18.

Afternoon Session. Black, Horr; White, Stewart.

12 16 27 23 11 16 16 11 19 24 23 18 32 27 11 8
 22 18 4 8 20 11 b-6 10 28 19 14 23 4 8 19 15
 8 12 23 16 7 16 31 27 20 24 26 19 27 23 16 11
 24 20 8 12 18 15 10 14 19 16 24 27 19 16 15 19
 16 19 32 27 16 20 25 22 c-1 6 11 8 23 19 11 7
 23 16 12 19 23 16 9 13 16 12 27 32 8 11 3 10
 a-12 19 27 23 10 19 27 23 6 9 8 4 9 14 8 11

The situation is extremely critical. See diagram.

BLACK, HORR.



WHITE, STEWART.

BLACK TO PLAY.

Mr. Horr secures the draw in masterly fashion.

19 23 2 6 6 9 13 17 17 22 22 26 26 31 23 27
 d-12 8 22 18 11 16 8 3 3 7 7 2 2 6 6 13
 Drawn.

- A. Now a Bristol opening.
 B. The authorities give 9-14 followed by 6-9.
 C. Sturges here gives the following play.

24 27 11 8 28 24 22 18 27 18 26 22 18 11 25 9
 16 12 32 28 4 8 24 27 30 25 7 11 22 17 11 7
 27 32 8 4 2 7 18 9 5 14 8 15 13 22 21 17

Drawn.

- D. White has several likely lines, but all appear to admit of a narrow draw.

GAME No. 2. BRISTOL 12-16, 22-18.

Black, Stewart; White, Horr.

12 16 23 16 9 14 27 24 1 5 21 17 7 16
 22 18 12 19 18 9 8 12 27 23 14 21 24 20
 8 12 a-25 22 5 14 32 27 8 11 25 22 10 14
 24 20 4 8 22 17 3 8 23 16 11 16 20 11
 16 19 29 25 11 15 17 13 12 19 20 11 21 25 Drawn.

- A. Varies from preceding game, and is book play to the end.

GAME No. 3. GLASGOW 11-15, 22-17.

Evening Session. Black, Horr; White, Stewart.

11 15 7 16 4 8 6 10 2 9 9 13 17 22 25 22
 22 17 20 11 29 25 25 22 20 16 21 17 6 2 30 26
 8 11 3 7 b-19 24 5 9 9 14 14 21 22 25 22 31
 23 19 28 24 17 14 22 18 26 23 22 18 2 6 16 11
 a-11 16 7 16 9 18 9 14 19 26 10 14 25 29
 24 20 24 20 22 15 18 9 28 19 18 9 6 10
 16 23 16 19 10 19 1 5 5 9 13 17 29 25
 27 11 25 22 32 28 9 6 31 22 9 6 10 15 Drawn.

- A. Now a Glasgow.
 B. Leads to interesting play but very well known to the expert.

GAME No. 4. DYKE 11-15, 22-17.

Black, Stewart; White, Horr.

11	15	<i>b</i> -30	25	12	19	27	24	7	16	6	2	5	14	6	2
22	17	4	8	31	27	20	27	18	15	16	19	18	9	26	31
<i>a</i> -15	19	22	18	9	13	32	16	6	9	2	6	30	26	14	10
24	15	11	16	25	22	6	10	22	18	9	13	22	18		
10	19	27	23	6	10	25	21	13	17	26	22	26	22		
23	16	8	12	29	25	10	17	15	10	25	30	18	14		
12	19	17	14	10	17	21	14	17	21	14	10	22	18		
25	22	16	20	21	14	<i>c</i> -2	6	10	6	19	23	10	6		
8	11	23	16	1	6	<i>d</i> -16	11	21	25	6	9	23	26	Drawn	

- A. Stewart forms the Dyke, an opening he plays very strong.
 B. 27-23 has become quite popular with many experts.
 C. Better than taking the piece back by 7-11 or 7-10.
 D. 28-24 also draws.

BOARD No. 2. BUCHANAN AND HILL.

GAME No. 5. EDINBURGH 9-13, 22-17.

Afternoon Session. Black, Buchanan; White, Hill.

9	13	<i>b</i> -24	19	11	15	16	7	10	19	13	9	15	19	8	3
22	17	10	15	25	22	2	11	<i>g</i> -27	23	24	27	2	7	32	28
13	22	19	10	<i>d</i> -5	9	27	23	19	24	31	24	10	15	3	7
<i>a</i> -25	18	6	22	17	13	3	7	23	19	20	27	7	11	15	19
12	16	26	17	1	6	23	16	9	14	9	6	27	32	17	13
24	20	16	19	30	26	11	20	26	22	11	15	16	12	26	31
8	12	23	16	<i>e</i> -7	10	32	27	6	10	19	16	19	23		
28	24	<i>c</i> -12	19	20	16	<i>f</i> -15	18	22	17	14	18	12	8		
4	8	29	25	8	11	22	15	7	11	6	2	23	26	Drawn	

- A. Makes a fairly even game, but whites are preferred by a large number of players.

B. Not so strong as 18-14.

C. Black now has the better position.

D. 1-6 looks strong here.

E. The beginning of a weakness in the black formation, the following is suggested as a better continuation.

9 14 17 10 2 9 32 28 14 18 26 17 18 22 28 19
 22 17 7 14 20 16 8 12 21 17 19 23 24 19
 6 9 13 6 9 13 27 24 13 22 16 11 15 24 Drawn.

F. Leads to a critical ending, stronger play would run 9-14, 22-17, 7-11, 27-24, 20-27, 31-24, 15-18 or 14-18 both draw.

G. Hill might have made a little stronger play thus:

26 23 31 22 27 23 13 9 22 17 9 6 6 1 1 5
 19 26 *h-9* 14 6 10 7 11 20 24 24 27 11 16 10 15
 then 17-10, 27-31, etc., drawn.

H. All that's left, both 7-10 or 7-11 lose.

GAME No. 6. EDINBURGH, 9-13, 22-17.

Black, Hill; White, Buchanan.

9 13 18 14 11 16 14 7 *g-6* 22 17 14 17 22 6 9
 22 17 10 17 27 23 3 10 26 17 10 17 19 10 13 17
 13 22 *b-21* 14 6 9 *f-30* 26 2 6 21 14 22 26 9 14
 25 18 *c-4* 8 26 22 8 11 31 27 13 17 6 2 17 22
a-11 16 *d-23* 18 1 6 22 17 6 9 14 10 5 9 14 18
 29 25 16 20 25 21 9 14 28 24 11 15 2 6
 8 11 24 19 *e-7* 10 18 9 9 13 10 7 9 13 W. W.

A. Varies from the previous game.

B. Whites now appear quite strong.

C. 16-20 appears a little better.

D. Whites are now very powerful.

E. Looks as though white should force a win after this move.
 The following appears to draw.

8	11	30	26	2	9	21	17	12	19	18	9	19	24	3	12
1-31	27	10	17	19	15	16	19	17	13	5	14	10	3	31	22
6	10	2-22	6	3	8	23	16	9	14	15	10	24	31	Drawn.	

VARIATION 1.

22	17	30	26	26	17	17	13	13	6	14	7	28	24	31	24
9	13	13	22	6	9	7	10	2	9	3	10	20	27	Drawn.	

VARIATION 2.

21	14	28	24	19	15	24	15	22	17	14	10	6	1	8	3
7	10	10	14	16	19	16	19	9	13	30	26	14	18	9	14
14	7	32	28	15	8	23	16	17	14	10	6	1	6	3	7
3	10	2	6	12	16	14	30	6	9	9	14	5	9	26	23
															Drawn.

F. Black can draw after this move. White's best play is:

31	27	5	14	22	17	11	15	22	15	16	23	32	23		
h-9	14	28	24	8	11	25	22	14	18	27	18	10	26		
18	9	2	7	30	25	15	18	23	14	20	27	18	15	W. W.	

G. Loses, the correct play runs:

5	14	20	24	11	15	16	20	14	21	6	9	2	9	10	17
26	22	17	13	32	27	21	17	22	17	13	6	17	14	19	10
															Drawn.

H. 9-13, 30-25, 8-11, 18-15, 11-18, 22-15, 10-14, 15-11. W. W.

GAME No. 7. PAISLEY 12-16, 22-18.

Evening Session. Black, Buchanan; White, Hill.

12	16	4	8	11	16	6	24	10	14	2	6	9	14	14	21
22	18	b-26	22	22	17	28	19	e-32	28	17	10	18	9	19	15
8	12	16	20	10	14	7	10	8	11	6	22	5	14	etc.	
a-24	19	c-30	26	17	10	d-26	22	22	17	25	18	21	17	B. W.	

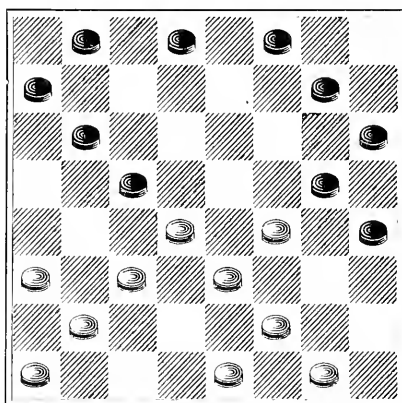
A. Now a regular Paisley.

B. 25-22 or 18-14 are stronger replies here.

- C. Leads to a decidedly weak game, 22-17 is better.
 D. Anything else would be very questionable.
 E. This move loses and can be found in Lee's Guide, brought up from the Paisley thus:

11-16, 24-19, 8-11, 22-18, 10-14, 26-22, 16-20, 30-26, 11-16, 22-17, 4-8, 17-10, 6-24, 28-19, 7-10, 26-22, 10-14. The diagram shows the position.

BLACK.



WHITE.

White to play and draw.

22 17 6 24 23 14 8 11 21 17 11 15 21 17 15 22
 2 6 18 14 1 6 29 25 3 7 25 21 24 28 27 24
 17 10 9 18 25 22 1-16 19 17 13 6 10 22 18 Drawn.

VARIATION 1.

6 10 3 10 11 15 10 14 16 19 14 18 18 22
 14 7 21 17 17 13 25 21 32 28 22 17 27 23 Drawn.

GAME No. 8. MILLBURY 12-16, 22-18.

Black, Hill; White, Buchanan.

12 16 16 20 2 6 12 19 11 20 22 26 *f*-26 31 23 27
 22 18 26 22 25 22 24 15 19 16 18 14 2 7 32 23
 8 12 *b*-6 10 14 17 3 7 8 12 26 31 20 24 28 32
 25 22 15 6 21 14 27 23 15 11 10 15 7 11 24 20
a-4 8 1 10 10 26 *c*-17 22 12 19 31 26 24 28 31 27
 29 25 22 18 31 22 23 19 11 2 14 10 11 16 15 18
 10 14 9 13 7 11 6 9 19 23 *e*-26 22 13 17 32 28
 18 15 18 9 22 18 19 16 2 6 10 6 16 20 23 19
 11 18 5 14 13 17 *d*-20 24 9 13 22 26 17 21 28 32
 22 15 23 19 19 16 28 19 6 10 6 2 20 24 20 16

A. The more usual answer is 16-20.

W. W.

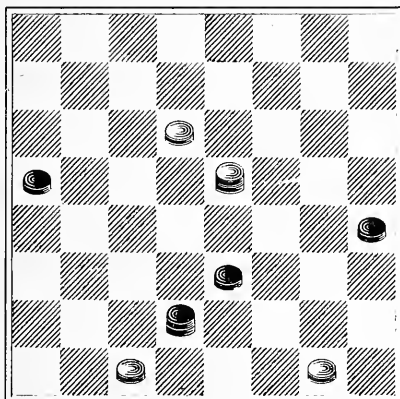
B. One would not fancy this at first glance, it however appears sound.

C. Weakens the black position, a more simple line of procedure would have been 6-9, 32-27, 11-16, etc., drawn.

D. Many of the spectators watching the large wall board, were condemning Hill for not making what appeared to them a simple draw by 22-26, 30-23, 8-12. The continuation shows as is usual in such cases, how easily they would have lost it thus, 15-8, 12-26, 18-15, 7-11, 25-30, 11-18, 28-24, W. W.

E. Hill still could have drawn here, this move loses. See diagram and play to draw.

BLACK.



WHITE.

Black to play and draw.

13 17 17 21 *26 22 22 26 20 24 24 27 27 31 31 27
 15 11 11 15 10 6 15 11 6 2 11 15 15 19
 and black having the move draws.

- F. 13-17 now would lose by running into the position known as Anderson's Second, thus: 13-17, 2-7, 17-21, 7-10, 26-22, 15-19, 22-26, 10-15, 26-31, 19-26, 31-22, 32-28 W. W.

BOARD No. 3. R. JORDAN AND HEFFNER.

GAME No. 9. DOUBLE CORNER DYKE, 11-16, 21-17.

Afternoon Session. Black, Jordan; White, Heffner.

11 16 10 19 5 9 8 12 12 19 10 19 8 15
 21 17 17 10 17 13 *b*-22 17 32 27 26 23 28 24
 9 14 6 15 2 6 4 8 1 5 19 26 *c*-15 19
 25 21 23 16 29 25 27 23 27 24 31 15 24 15
 16 19 *a*-12 19 7 10 3 7 15 18 7 10 10 19
 24 15 21 17 25 21 23 16 24 15 15 11 30 26 Drawn.

- A. Now a variation of the Dyke brought up as follows: 11-15, 22-17, 15-19, 23-16, 12-19, 24-15, 10-19, 25-22, 9-14, 17-10, 6-15. It is seldom brought up from this opening, as black have much stronger play than 9-14 at the 9th move. The position is brought up in various ways, but more generally from 9-14, 22-17, than any other, and in published play is frequently classed as Double Corner Dyke.
- B. It would be well to keep this man on 22 a while longer, the object of this is well illustrated in the Dearborn-Buchanan game, numbered 45. The old-fashioned way in the days gone by was to play 27-24, but through their tourney competitions across the water, it was discovered to run the man once by 27-23 is much stronger. The whole idea is to coax the man on 9 on to 14, it will be observed that in this as well as all other games of this description played in this match, it has always been avoided. The Americans had a crude knowledge of some of its fine points, but the British, through their tourney competitions, had them all down to a fine edge.
- C. 15-18 also draws thus:

15 18 18 23 23 26 26 31 31 26 10 17 6 10 26 22
 30 25 24 19 25 22 22 18 17 14 21 14 14 7 Drawn.

GAME No. 10. DUNDEE, 11-16, 21-17.

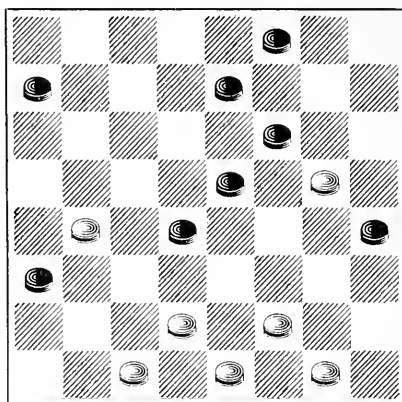
Black, Heffner; White, Jordan.

a-11 16 18 9 4 8 23 16 *f*-6 9 30 14 25 21 6 15
 21 17 5 14 29 25 17 21 13 6 21 25 2 6 17 21
b-8 11 24 19 8 11 25 22 2 18 13 9 21 17 27 23
 17 13 11 15 *d*-22 18 *e*- 1 5 *g*-17 13 25 29 14 10 14 17
 9 14 25 22 14 17 22 17 15 19 9 6 7 14
 22 18 15 24 19 16 10 15 26 23 29 25 16 7
 16 20 *c*-28 19 12 19 18 14 19 26 6 2 3 10 Drawn.

- A. Formerly known as Bristol, and still so called by many. Owing to numerous other accepted formations originating from this move, it loses its former distinct feature of completing the opening, and stands in the same relation to other openings as the 11-15 move, the remaining one move openings do not seem to have reached this stage of development, though we think the Kelso is ripe for such a slicing.
- B. 10-15 would make it a Kelso. In going through our MSS., we fail to find this move taken before, though no doubt play on it has appeared.
- C. The position at this point can come from the Dundee thus: 12-16, 21-17, 16-20, 17-13, 11-15, 24-19, 15-24, 28-19, 8-12, 22-18, 9-14, 18-9, 5-14, 25-22.
- D. Mr. Jordan could have at any time to here, brought the play into known ground.
- E. This move loses, 10-15 draws, but when playing, it looked very bad, 6-9 also draws, but was not considered.
- F. 6-10 may be better, but does not look very promising.
- G. 17-14 would have won. Mr. Head was first to point this out

to us, the win is a simple one, and, strange to say, escaped the notice of both players. The diagram shows the position.

BLACK.



WHITE.

White to play and win.

GAME No. 11. AYRSHIRE LASSIE.

Evening Session. Black, Jordan; White, Heffner.

11	15	15	18	11	18	9	14	14	18	12	19	15	24	10	17
24	20	22	15	30	26	27	23	23	14	c-26	23	28	19	21	14
8	11	11	18	8	11	a-2	7	10	17	19	26	7	11	3	8
28	24	26	22	25	22	32	28	b-19	10	31	22	22	18		
4	8	7	11	18	25	11	15	6	15	1	6	6	10		
23	19	22	15	29	22	20	16	22	13	d-24	19	18	14	Drawn	

- A. Varies from the authorities, and appears strong.
- B. Whites can gain the piece by taking 22-13, but black replies with 15-18, and though a piece down they appear best.
- C. Anything else gives white a bad game.
- D. Note C, applies here also.

GAME No. 12. OLD FOURTEENTH, 11-15, 24-20.

Black, Heffner; White, Jordan.

11	15	15	18	2	9	14	23	10	17	26	22	17	22	3	10
24	20	26	23	26	22	27	18	25	21	32	28	4	8	11	15
8	11	a-11	15	1	6	9	13	22	26	22	15	22	26	10	14
28	24	b-17	13	22	17	17	14	21	14	24	19	20	16	16	11
4	8	c-8	11	18	22	10	17	26	30	15	24	26	31	31	26
23	19	31	26	25	18	21	14	19	15	28	19	8	11	11	7
9	14	6	9	15	22	6	10	30	26	13	17	7	10		
22	17	13	6	23	18	30	25	15	8	8	4	14	7	Drawn	

A. The Old Fourteenth can be forced better by 6-9, 17-13, 11-15, etc.

B. Whites, by cutting 25-22, can keep the game in the Ayrshire Lassie, but it is not as good as the move taken. A very pretty variation on this line runs thus:

25	22	17	13	19	10	23	19	25	22	14	5	24	20	21	17
18	25	14	18	7	14	6	10	5	9	25	30	15	24	13	22
29	22	13	6	31	22	20	16	32	28	5	1	28	19	15	18
8	11	2	9	11	15	3	7	14	18	30	26	23	27	24	15
30	25	23	14	27	23	22	17	17	14	1	6	6	15	18	2
6	9	10	26	1	6	9	13	18	25	26	23	27	24	Drawn	

C. Now a regular Old Fourteenth, and to the end nothing new is shown.

BOARD No. 4. FERRIE AND DENVIR.

GAME No. 13. KELSO, 10-15, 21-17.

Afternoon Session. Black, Denvir; White, Ferrie.

10	15	17	13	7	10	28	19	2	11	27	4	d-25	29	21	17
21	17	8	11	26	22	7	11	26	23	10	14	31	27	22	13
11	16	29	25	3	7	30	26	b-11	15	4	8	29	25	15	22
22	18	9	14	22	17	4	8	13	9	c-1	6	27	23	20	24
15	22	18	9	11	15	19	16	6	22	8	11	25	22		
25	18	5	14	a-24	19	12	19	23	18	22	25	23	19		
16	20	25	21	15	24	23	7	14	23	11	15	14	18	Drawn	

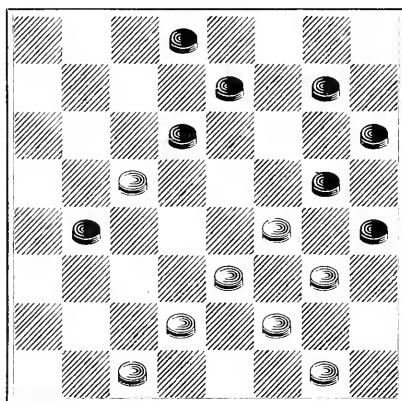
- A. It was customary at one time to make this 24-19 at a much earlier stage, and still remains so with many American players, as will be seen further along in this book. It was Freedman, we believe, who first delayed it to this late stage in a game with Ferrie, in one of the Scotch tourneys. It is far superior to the old way, and places black on the defensive.
- B. Black appears compelled to make this move and allow the stroke.
- C. Scotch tourney 1902, Gall vs. Buchanan, the former played 22-25. This 1-6 looks dangerous.
- D. 25-30, 31-26, 30-23, 15-18, 6-10, 18-27, 10-15, 27-23, 15-18, 23-26, 20-24, 26-31, 24-28, 31-26. W. W.

GAME No. 14, KELSO, 10-15, 21-17.

Black, Ferrie; White, Denvir.

10	15	15	22	8	11	7	10	5	14	14	17	c-4	8	1	10
21	17	25	18	a-24	19	26	22	25	21	21	14	28	24	e-18	14
11	16	16	20	11	16	9	14	3	7	10	17	d-6	9		
22	18	17	13	29	25	18	9	b-22	18	31	26	13	6		

BLACK.



WHITE.

Black to play and win.

2	6	17	22	10	14	14	17	16	19	*22	26	31	26
23	18	14	9	15	10	7	3	3	7	11	4	23	19
16	23	6	13	7	11	11	16	19	28	26	31	26	23
26	19	18	15	10	7	19	15	7	11	27	23	B. W.	

- A. Differs from the preceding game, and is the old-fashioned way of lining up the white game and appears to be the favorite with Americans. It however, is slightly inferior to the line favored by the visitors.
- B. In a team match, Boston vs. New England, Heffner vs. Freeman, played several years ago, the latter played 30-25. This, and 28-24 as well as the text move, lead to a good sound game.
- C. In earlier matches, this move was brought out at a much earlier stage, Heffner was first to conceive the idea of holding it back.
- D. In their first match for the championship of America, Freeman vs. Barker, the latter went 1-5, and Freeman won by a handsome stroke. A narrow draw by avoiding the stroke was later shown by Willie Gardner of Leeds. In a game the next session, Barker came back at Freeman with this 6-9 and the latter was tricked into a stroke that lost.
- E. This move loses, and was supposed to be known to every player of note, 30-25, and the continuing play shows the best way.

17 21 21 25 f-25 30 2 6 7 11 6 13 13 17 11 18
 25 22 22 17 18 15 17 13 13 9 15 6 19 15 23 14
 Drawn.

F.

25 29 2 6 7 11 29 25 10 17 11 18 6 15 16 23
 18 15 26 22 22 18 17 14 18 14 14 10 23 14 27 4
 Drawn.

GAME No. 15. BRISTOL, 11-16, 24-20.

Evening Session. Black, Denvir; White, Ferrie.

11 16 5 14 4 8 10 17 12 16 14 17 29 25 29 25
 24 20 25 22 25 22 21 14 24 19 5 1 13 17 20 16
 a-16 19 b-10 15 14 18 f-8 12 1 5 17 21 11 15 15 18
 23 16 22 17 22 17 26 23 19 12 1 5 31 27 17 22
 12 19 6 10 19 24 24 28 5 14 22 25 2 7 18 23
 22 18 c-17 13 28 19 14 9 13 9 5 9 27 24 22 29
 9 14 d-8 11 15 24 18 22 7 10 25 29 25 29 10 15
 18 9 29 25 e-17 14 27 24 9 5 9 13 23 19 W. W.

- A. This is now the generally accepted formation of the Bristol.
 B. Lee's Guide says this is a good line, but in our opinion it is inferior to the orthodox 8-11 and 8-12.
 C. Lee's Guide gives 27-24, but 17-13 or 29-25 are stronger.
 D. This move leads to a very weak game.
 E. We think black should draw after this, but 13-9 we believe will win.
 F. This wrecks black's game, 1-5 looks good enough to draw.

GAME No. 16. BRISTOL 11-16, 24-20.

Black, Ferrie; White, Denvir.

11	16	22	18	a-8	11	32	27	8	12	20	11	6	13	18	9
24	20	9	14	27	23	12	19	31	27	7	16	29	25	5	14
16	19	18	9	4	8	27	23	12	19	22	18	2	7	etc.	
23	16	5	14	23	16	3	8	27	23	1	5	23	18		
12	19	25	22	8	12	23	16	11	16	18	9	10	14	Drawn	

- A. Varies from preceding game and is stronger, the remainder of the game is all book to the end.

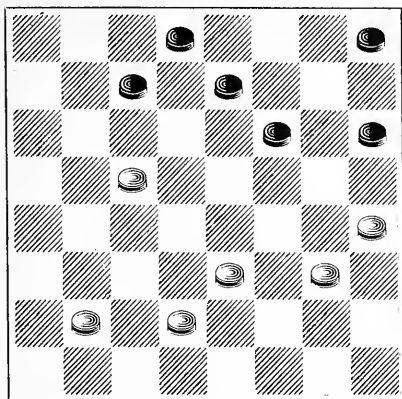
BOARD No. 5. SEARIGHT AND BARKER.

GAME No. 17. DENNY 10-14, 24-20.

Afternoon Session. Black, Barker; White, Searight.

10	14	15	22	8	11	9	13	3	7	9	18	15	18	18	27
24	20	26	10	21	17	30	26	29	25	23	14	31	26	32	23
11	15	6	15	7	10	13	22	5	9	10	17	1	6		
22	18	28	24	25	21	26	17	17	14	21	14	a-27	23		

BLACK.



WHITE.

Black to play and win.

11 15 15 18 4 8 7 10 2 11
23 19 19 15 26 22 14 7 B. W.

A. This loses, and was the first game lost in the match, 32-28 would have drawn easily thus:

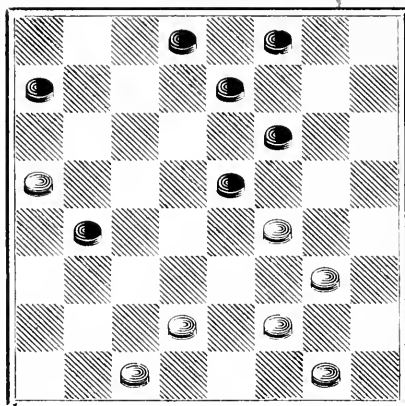
32 28 7 16 22 15 2 18 19 15 16 19 7 3
11 16 26 22 6 10 24 19 12 16 10 7 19 23
20 11 16 20 15 6 4 8 15 10 8 12 22 18 Drawn.

GAME No. 18. DENNY, 10-14, 24-20.

Black, Searight; White, Barker.

10 14 15 22 8 22 21 17 9 14 25 21 14 17 31 26
24 20 a-25 18 26 10 4 8 29 25 6 10 21 14 8 11
11 15 12 16 6 15 17 13 1 6 28 24 10 17 b-23 19
22 18 20 11

BLACK.



WHITE.

Black to play and win.

7 10 2 9 15 24 15 18 22 26 31 27 18 15 17 21
 27 23 32 28 28 19 23 19 16 11 7 2 2 6 25 22
 *5 9 9 14 11 15 18 22 26 31 27 18 15 24 14 18
 13 6 24 20 19 16 26 23 11 7 30 25 6 15 B. W.

A. Varies from preceding game.

B. Loses, and Searight quickly makes amends for his poor start.
 The play to draw seems to run thus:

24 20 27 24 19 16 c-16 12 32 28 19 16 8 3 7 10
 5 9 9 14 18 22 26 31 31 27 12 19 14 17 15 19
 13 6 23 19 26 23 23 19 12 8 24 8 3 7 10 14
 2 9 15 18 22 26 17 22 3 12 7 11 11 15 Drawn

C. 23-19 would lose by 3-8, 30-23, 8-12, B. W.

GAME No. 19. KELSO CROSS, 12-16, 23-18.

Evening Session. Black, Barker; White, Searight.

12 16 24 20 9 27 25 22 8 12 28 19 15 19 25 21
 23 18 b-6 9 31 15 8 15 14 9 16 23 9 14 26 31
 a-10 15 c-27 23 13 17 e-22 17 7 10 5 1 23 26 32 28
 21 17 d-11 16 22 13 4 8 9 5 12 16 30 23 31 27
 16 19 20 11 5 9 17 14 19 23 1 5 19 26 21 17
 17 14 7 16 13 6 3 7 26 19 10 15 14 18 28 32
 9 13 18 11 1 19 29 25 15 24 5 9 16 19 Drawn

- A. Now a Kelso Cross, its combinations are most complex, even more so than the Laird and Lady.
- B. Best by far, though 8-12, also draws, and 6-10 is weak.
- C. One of the main points of this game is to keep the man on 25 as long as possible, otherwise blacks are best.
- D. First played several years ago between Heffner and Grover, and strange to say, without any prearranged plan, was generally adopted by the Americans throughout this match. The Americans from lack of proper organization failed to consult from day to day, and were continually running into one another's play without being aware of it. The British on the other hand, adopted the 8-12 line.
- E. The mechanical way in which all the British made this move shows that it was prearranged. The Americans, on the other hand, from lack of any organization, answered it in various ways, just as the position appealed to their fancy. In the game mentioned between Heffner and Grover the latter here played 32-27, 4-8, 27-23, 8-12, 23-18, 3-7, 18-11, 19-24, etc., and black has an advantage on the ending.

GAME NO. 20. SECOND DOUBLE CORNER, 12-16, 23-18*

Black, Searight; White, Barker.

12 16	5 14	15 24	11 16	10 17	10 17	5 9	9 18
23 18	26 23	b-28 19	18 9	21 14	21 14	26 22	23 14
a-16 20	8 12	4 8	6 22	1 5	7 10	10 14	16 23
22 17	25 22	30 26	26 17	29 25	14 7	22 18	27 18
9 14	11 15	8 11	2 6	6 10	3 10	14 17	
18 9	24 19	22 18	17 14	25 21	31 26	18 14	Drawn

- A. Searight varies from Barker.
- B. Now Second Double Corner brought up as follows: 11-15, 24-19, 15-24, 28-19, 8-11, 22-18, 11-16, 25-22, 16-20, 22-17, 9-14, 18-9, 5-14, 26-22, Same as at B.

BOARD No. 6. A. JORDAN AND DEARBORN.

GAME No. 21. DEFIANCE, 9-14, 24-19.

Afternoon Session. Black, Jordan; White, Dearborn.

9	14	11	15	6	9	1	6	26	30	11	16	12	19	22	25
24	19	25	22	22	18	30	26	13	6	7	3	10	15	6	9
11	15	7	11	4	8	20	24	30	25	16	20	19	23	25	30
a-27	24	24	20	20	16	26	22	18	15	1	6	15	19	9	14
8	11	15	24	2	7	24	28	3	8	20	24	23	27	27	23
22	18	28	19	26	22	22	17	6	2	6	10	3	7	19	26
15	22	11	15	8	11	28	32	7	11	32	28	27	32	30	23
25	9	32	28	22	17	19	15	15	10	2	7	7	2		
5	14	15	24	11	20	10	26	25	22	8	11	32	27		
29	25	28	19	17	13	b-17	1	10	7	7	16	2	6	Drawn	

A. Makes it Defiance.

B. To here, the play is by Anderson, who leaves it as drawn.

GAME No. 22. DEFIANCE 9-14, 22-17.

Black, Dearborn; White, Jordan.

9	14	25	9	10	15	26	10	2	6	27	23	15	18	7	2
24	19	5	14	19	10	7	14	32	27	6	10	30	26	24	27
11	15	29	25	6	15	31	27	6	10	14	7	11	15	26	23
27	24	11	15	25	22	8	11	18	14	3	10	14	10	18	22
8	11	a-24	20	4	8	23	18	10	17	23	18	15	19	23	18
22	18	15	24	22	18	14	23	21	14	10	15	10	7		
15	22	28	19	15	22	27	18	1	6	18	14	19	24	Drawn	

A. Varies from Dearborn. The ground from here out has been traversed before and is well known.

GAME No. 23. DENNY, 10-14, 24-20.

Evening Session. Black, Jordan; White, Dearborn,

10	14	a-7	14	11	15	9	13	1	5	14	17	7	16	19	23
24	20	25	22	29	25	18	9	18	9	21	14	19	15	22	18
11	15	6	10	15	24	5	14	5	14	10	26	16	19		
22	18	23	19	28	19	25	22	30	25	31	22	23	16		
15	22	8	11	4	8	8	11	3	7	11	16	12	19		
26	10	27	23	22	18	22	18	25	22	20	11	15	10	Drawn	

A. Varies from Game No. 17, Barker vs. Searight. From here to the end the game was very evenly contested.

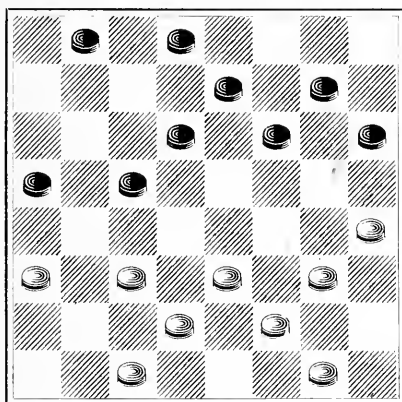
GAME No. 24. DENNY, 10-14, 24-20.

Black, Dearborn; White, A. Jordan.

10 14 22 18 7 14 *a*-29 25 3 7 18 9 4 8
 24 20 15 22 25 22 *b*-8 11 25 22 5 14 28 24
 11 15 26 10 6 10 22 18 9 13 31 26

The diagram shows the position at this stage. Blacks next move we consider a loser.

BLACK.



WHITE.

Black to play and draw.

c-1 6 12 16 8 12 7 10 9 14 15 24 27 31 26 23
 23 18 26 23 *e*-24 19 21 17 18 9 *f*-9 5 1 5 18 14
 14 23 10 15 15 24 6 9 11 15 24 27 31 26 10 15
d-27 18 32 28 28 19 30 25 20 11 5 1 23 18 14 10
 Drawn

- A. Varies from Dearborn in the previous game, and leads to more complicated play.
- B. Cramps the black game, as it allows white to command the center of the board, 3-7 is much more forceful.
- C. This move loses, 1-5 will draw.
- D. The jump to 19 will win thus:

26 19 27 23 32 28 23 18 18 11 20 16 24 6 6 1
 1-11 15 8 11 6 9 11 16 16 23 12 19 7 16 W. W.

VARIATION 1.

10 14 14 17 17 22 17 21 25 29 25 29 2 6 10 19
 27 23 21 14 23 18 9 5 1 5 5 9 14 17 24 15
 6 10 10 17 13 17 22 25 29 25 29 25 7 10 25 29
 22 18 18 14 14 9 5 1 32 28 9 14 19 15 17 22
 W. W.

E. Mr. W. Hawkins shows a win for white by 18-14 thus:

18 14 15 18 *21 17 2 7 9 6 7 10 6 9 18 23
 13 17 *14 10 14 21 14 9 10 15 2 6 14 18 24 19
 22 13 7 14 23 14 6 10 6 2 10 14 9 14 W. W.

F. Again a win is missed as shown by Messrs. D. Campbell and William Kendrick, thus:

23 18 27 31 25 21 23 14 8 11 13 22 2 6
 24 27 8 3 26 23 3 8 14 18 6 2 9 13
 11 8 31 26 9 6 2 9 22 6 22 26 6 10 W. W.

BOARD No. 7. GARDNER AND SCHAEFER.

GAME No. 25. DOUBLE CORNER, 9-14, 24-20.

Afternoon Session. Black, Gardner; White, Schaefer.

9 14 5 14 8 11 *b*-15 19 8 12 8 12 7 10 15 18
 24 20 29 25 28 24 23 16 23 16 23 16 28 24 19 15
 11 15 10 15 4 8 12 19 12 19 12 19 10 15 18 23
 22 18 25 22 17 13 24 15 31 27 26 23 13 9 15 8
 15 22 7 10 2 7 10 19 3 8 19 26 6 13 13 17
 25 9 22 17 *a*-32 28 27 23 27 23 30 23 23 19 Drawn

- A. 23-19 as played by Gardner in their next game is much better.
- B. Simplifies the game, and leaves very little choice for either side.

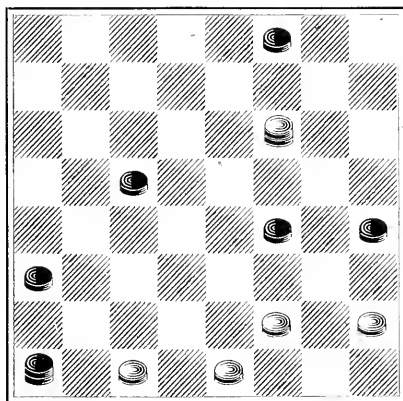
GAME No. 26. DOUBLE CORNER, 9-14, 24-20.

Black, Schaefer; White, Gardner.

9 14 25 22 15 18 20 16 12 19 *j*-23 26 10 6 18 25
 24 20 7 10 32 28 11 20 24 15 22 18 19 15 15 18
 11 15 22 17 11 15 *c*-18 4 6 9 28 24 3 7 31 26
 22 18 8 11 26 23 22 25 13 6 18 15 17 14 11 15
 15 22 28 24 18 22 4 8 *e*-1 19 26 22 18 22 26 23
 25 9 4 8 *b*-21 17 25 29 11 16 14 18 15 10 20 24
 5 14 17 13 14 21 8 11 29 25 22 17 6 15
 29 25 2 7 23 18 10 14 16 23 15 10 14 18
 10 15 *a*-23 19 7 11 *d*-19 16 25 22 24 19 7 11 Drawn

- A. Varies from game 25 and is much stronger.
- B. Played for in advance, and gives white a very powerful looking game.
- C. The Doctor, we learn, felt very dubious over the outcome of his game at this point.
- D. Looks best.
- E. Whites still look very strong, but can they win?
- F. Is this best? The diagram shows the position at E.

BLACK.



WHITE.

White to play.

GAME No. 27. WHILTER, 9-14, 23-19.

Evening Session. Black, Gardner; White, Schaefer.

9	14	17	13	12	19	17	14	22	26	15	10	9	14	27	24
23	19	3	7	23	16	10	17	24	19	22	17	2	7	20	27
11	15	29	25	14	18	21	14	26	30	10	3	4	8	32	23
22	17	1	5	26	23	11	15	19	15	17	10	3	12	22	26
a-7	11	22	17	18	22	18	11	30	25	11	7	10	3	23	19
25	22	8	11	25	18	9	18	17	14	2	11	12	16	26	31
11	16	31	26	15	22	30	21	25	22	16	7	13	17	28	24
26	23	16	20	23	18	18	22	13	9	b-5	9	16	11		
5	9	19	16	22	25	21	17	6	13	7	2	17	22	Drawn	

A. Forms the Whilter.

B. In a game played some years ago, with Strickland, Gardner played 4-8. The play in this game is very old, and has been played many times by various players.

GAME No. 28. FIFE, 9-14, 23-19.

Black, Schaefer; White, Gardner.

9	14	12	19	8	11	7	11	16	20	27	31	11	15	18	23
23	19	26	23	24	19	29	25	18	14	14	10	25	21	7	11
11	15	19	26	4	8	11	15	10	15	15	19	10	14	15	19
22	17	30	5	28	24	20	11	14	9	10	7	2	7	11	15
a-5	9	15	18	8	12	15	24	24	27	3	10	14	18	23	26
17	13	27	23	25	22	23	18	31	24	11	7	22	17	9	6
14	18	18	27	11	16	b-12	16	20	27	2	11	19	24		
19	16	32	23	24	20	21	17	17	14	9	2	13	9	Drawn	

A. Forms the Fife.

B. In a game between the late veterans, Martins and Wyllie, the former here played 10-15. This white line has long been a favorite of Gardner's.

BOARD No. 8. HYND AND HEAD.

GAME No. 29. DYKE, 11-16, 22-17.

Afternoon Session. Black, Head; White, Hynd.

11	16	a-10	19	4	8	3	8	7	16	5	14	5	9	13	22
22	17	25	22	23	16	23	16	25	22	29	25	13	6	23	16
16	19	8	11	8	12	8	12	6	10	16	20	2	9	10	15
23	16	30	25	32	27	22	18	22	18	25	22	22	17	28	24
12	19	11	15	12	19	b-12	19	9	14	c-1	5	9	13	20	27
24	15	27	23	27	23	18	11	18	9	17	13	26	23	Drawn	

A. Forms the Dyke.

B. From here the play is credited to McKerrow.

C. McKerrow here gave 2-6. From here to the end the game is the same as one played between Stewart and Beattie.

GAME No. 30. DYKE, 11-16, 22-17.

Black, Hynd; White, Head.

11	16	4	8	8	11	c-3	8	8	12	12	16	20	24	32	28
22	17	23	16	25	22	23	19	16	11	14	10	15	19	15	10
16	19	11	20	7	10	15	24	d-22	25	6	15	24	27	22	17
23	16	22	18	30	26	28	19	11	8	11	18	19	12	23	19
12	19	9	14	11	15	14	18	25	30	25	21	27	32	28	24
24	15	18	9	17	13	17	14	8	3	18	15	12	16	19	15
10	19	6	22	b-2	6	10	17	e-30	25	21	25	32	28		
25	22	26	17	26	23	21	14	3	7	32	27	16	19		
8	11	5	9	9	14	18	22	1	5	25	22	28	32		
a-27	23	29	25	22	17	19	16	7	11	27	23	19	15	W. W.	

A. Varies from preceding game.

B. The orthodox play is 9-14 and 1-6, this appears equally as sound.

C. 15-18 we think the best reply, and leads to some interesting play. The following seems as good as white have.

15 18 28 24 3 8 16 11 15 19 11 7 15 18 7 10
 23 19 20 27 19 16 10 15 23 16 12 19 2 7 19 24
 18 22 32 23 8 12 17 10 6 15 7 2 22 25 Drawn

D. Blacks real trouble begins here, 12-16 in an attempt to run the man through to 30 is much better, and draws.

E. Probably the loser, 12-16 may draw but very narrow.

GAME No. 31. EDINBURGH, 9-13, 24-19.

Evening Session. Black, Head; White, Hynd.

9 13 16 20 10 14 *b-1* 5 14 17 *d-2* 7 13 17 12 19
 24 19 29 25 22 18 22 18 21 14 25 21 21 14 15 8
 11 16 11 15 6 10 3 7 10 26 4 8 10 17 19 23
 22 18 18 11 18 9 18 9 31 22 32 28 19 15 24 19
 8 11 7 16 5 14 5 14 7 10 8 11 16 19 23 32
 25 22 *a-28* 24 25 22 *c-26* 22 30 25 22 18 23 16 8 3
 W. W.

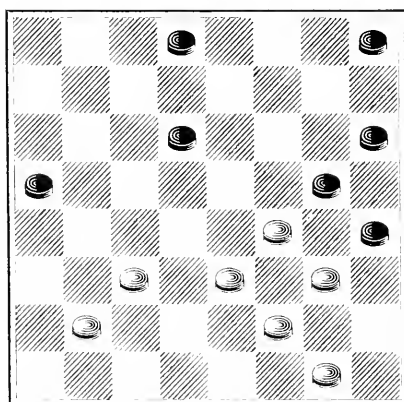
A. 22-18 would allow a three strike 20-24, 27-11, 10-15.

B. 3-7, 19-15, 10-28, 22-17, W. W.

C. 19-15 looks promising but only draws 10-28, 23-19, 16-23, 27-9, and black can draw without much trouble.

D. Loses. The diagram shows the position with play to draw.

WHITE.



BLACK.

Black to play and draw.

10	14	6	9	17	22	25	29	25	22	4	8	8	11
25	21	18	15	10	6	<i>e-2</i>	7	11	15	18	15	18	9
2	6	13	17	22	25	29	25	22	26	9	13	11	15
22	18	15	10	6	2	7	11	15	18	15	18	Drawn	

E. If 2-6, 9-13, 6-9, 13-17, 9-18, 17-22, drawn.

GAME No. 32. EDINBURGH, 9-13, 24-19.

Black, Hynd; White, Head.

9	13	23	18	8	11	24	15	4	11	22	17	16	19	21	17
24	19	1	6	32	28	3	7	27	23	13	22	17	13	<i>a-11</i>	16
11	15	18	11	11	16	30	26	6	10	26	17	19	23		
28	24	7	23	19	15	7	11	23	18	15	22	13	6		
6	9	26	19	10	19	15	8	10	15	25	18	2	9	Drawn	

A. Played exactly the same as one played between Jordan and Barker in their match for the championship of the world.

BOARD No. 9. HALLIWELL AND GROVER.

GAME No. 33. PAISLEY, 11-16, 22-18.

Afternoon Session. Black, Halliwell; White, Grover.

11	16	25	22	5	14	<i>c-28</i>	19	6	22	28	19	10	17	27	23
22	18	16	20	<i>b-26</i>	22	8	11	26	17	5	9	21	14	6	10
8	11	22	17	11	15	22	18	11	15	17	14	2	6	14	7
<i>a-24</i>	19	9	14	30	26	<i>d-1</i>	5	32	28	9	18	29	25	3	10
4	8	18	9	15	24	18	9	15	24	23	14	7	11	23	18
															Drawn

A. Now Paisley.

B. 29-25 is more usual and leads to more intricate play, Dunne shows that 11-16 against it will lose correcting Robertson's Guide, and 11-15 draws.

C. Now Second Double Corner and same as game 20, Searight and Barker at 15th move.

D. Varies from Searight.

GAME No. 34. PAISLEY, 11-16, 22-18.

Black, Grover; White, Halliwell.

11	16	16	20	11	15	1	5	15	24	2	6	6	10	21	25
22	18	22	17	30	26	18	9	28	19	29	25	11	2	22	18
8	11	9	14	15	24	6	22	c-7	11	11	16	10	17	16	19
24	19	18	9	28	19	26	17	17	14	19	15	2	6	23	16
4	8	5	14	8	11	11	15	10	17	3	7	17	21	12	19
a-26	22	b-25	22	22	18	32	28	21	14	15	11	25	22	Drawn	

A. Varies from preceding game.

B. Back again to their first game at B.

C. Grover varies from Halliwell's play.

GAME No. 35. EDINBURGH, 9-13, 24-19.

Evening Session. Black, Halliwell; White, Grover.

9	13	32	28	6	10	13	6	20	27	6	9	25	30	9	14
24	19	11	16	23	18	2	9	25	21	12	16	18	22	19	23
11	15	19	15	10	15	21	17	27	31	15	10	19	15	14	18
28	24	10	19	22	17	a-11	16	13	9	27	23	1	6	23	27
6	9	24	15	13	22	18	15	31	27	10	6	16	19	21	17
23	18	3	7	26	17	16	20	9	6	23	19	6	9	27	31
1	6	30	26	15	22	17	13	5	9	9	14	15	10	18	23
18	11	7	11	25	18	9	14	6	2	18	22	9	5	31	26
7	23	15	8	16	19	29	25	9	13	14	18	10	15	22	31
26	19	4	11	17	13	23	27	2	6	22	25	5	9	13	22
8	11	27	23	19	23	31	24	14	18	6	1	15	11	Drawn	

A. Played same as game No. 32 Hynd and Head. While those two players were content to call it drawn this pair battled on.

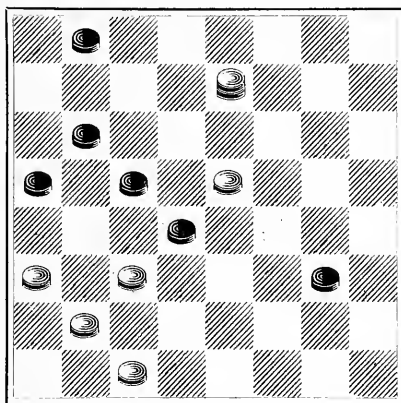
GAME No. 36. EDINBURGH, 9-13, 24-19.

Black, Grover; White, Halliwell.

9 13	5 9	11 18	12 19	3 19	e-14 18	12 16	20 24
24 19	29 25	a-22 15	23 16	27 24	24 20	11 7	26 22
11 16	10 14	7 10	10 19	20 27	9 14	6 9	
22 18	28 24	32 28	24 15	31 15	20 16	7 2	
8 11	16 20	b-2 7	c-7 11	4 8	8 12	16 20	
25 22	18 15	19 16	16 7	d-28 24	16 11	2 7	

Leaves the diagramed position.

BLACK.



WHITE.

Black to play and draw.

24 27	27 31	18 23	31 27	23 26	27 18
7 10	10 17	15 11	11 7	30 23	22 15 Drawn

- A. Looks very much like the Millbury, and can be brought up from that opening, but seldom is, as the black formation is slightly inferior to the Millbury.
- B. Best, though 4-8 also draws but gives white a somewhat stronger pull.
- C. 4-8 can be brought out again at this point, but note B covers its value.

D. 25-22 looks like a loser, but there is just a draw to it. 25-22, 14-18, 30-25, 9-14, 28-24, 13-17, 22-13, 6-9, 13-6, 1-28, 26-22, etc., drawn.

E. The cut off by 6-10 also draws, thus:

6	10	26	23	12	19	11	7	27	23	22	17	14	18	21	17
15	6	8	12	20	16	27	31	6	1	13	22	17	26		
1	10	24	20	19	24	7	2	23	27	6	13	27	31		
25	22	15	19	16	11	31	27	1	6	23	27	26	22		
10	15	23	16	24	27	2	6	27	23	13	17	18	25	Drawn	

BOARD No. 10. MORRALL AND REYNOLDS.

GAME No. 37. DENNY, 10-14, 24-20.

Afternoon Session. Black, Morrall; White, Reynolds.

10	14	21	17	3	8	23	16	17	22	12	8	17	22	8	11
24	20	1	6	25	22	12	19	19	16	23	19	16	11	30	26
11	15	17	13	2	7	31	15	22	26	8	3	22	26	29	25
22	17	7	10	27	23	10	19	16	12	7	10	11	7	26	23
15	19	27	24	a-15	18	26	23	26	31	3	8	19	15	25	21
17	10	9	14	22	15	19	26	28	24	10	14	12	8	23	18
6	15	32	27	8	11	30	23	31	27	8	12	15	10	11	7
23	16	8	12	15	8	14	17	24	20	14	17	7	3	10	14
12	19	20	16	4	27	23	19	27	23	20	16	26	30	7	11

Drawn

A. Mr. Morrall saw that 8-11 would not do, 13-9 putting a damper on that move.

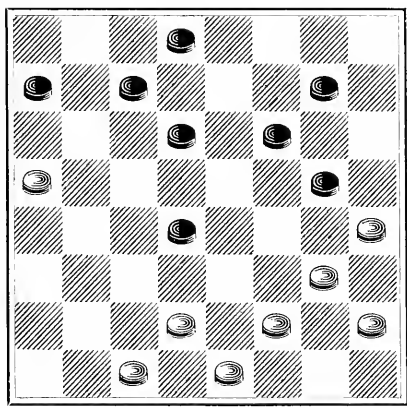
GAME No. 38. DENNY, 10-14, 24-20.

Black, Reynolds; White, Morrall.

10	14	25	22	4	8	21	14	6	9	21	17	11	15	3	8
24	20	14	18	22	17	b-7	10	13	6	19	23	16	12	11	15
11	15	23	14	12	16	14	7	2	9	24	19	8	11	8	11
22	17	9	25	32	28	3	10	23	14	15	24	12	8	32	28
6	10	29	22	a-15	18	c-30	25	9	18	28	19	15	19	17	13
17	13	8	11	17	14	10	15	25	21	23	32	8	3	23	27
1	6	28	24	10	17	26	23	16	19	19	16	19	23	B. W.	

- A. Well played and black are strongly situated.
- B. The sequel to the proper continuation after A.
- C. Losing play. See diagram and play for the draw. In above game, Mr. Reynolds scores a fine win.

BLACK.



WHITE.

White to play and draw.

26 23 23 14 13 6 d-30 26 26 22 31 26
10 15 6 9 2 18 16 19 18 25 Drawn.

D.

31 26 18 25 21 17 9 14 9 6 23 32 6 10 18 23
8 12 30 21 5 9 13 9 19 23 2 6 27 31
e-26 22 16 19 17 13 14 18 6 2 32 27 10 19 B. W.

E. 26-23, 18-22, 23-18, 5-9, 27-23, 22-26, B. W.

GAME No. 39. AYRSHIRE LASSIE, 9-14, 24-20

Evening Session. Black, Morrall; White, Reynolds.

9	14	a-25	22	18	22	26	22	26	23	2	6	12	16	5	1
24	20	14	17	30	26	10	14	27	24	22	26	9	5	14	10
5	9	21	14	22	25	22	18	8	12	6	1	22	17	1	5
28	24	9	25	c-19	15	30	26	15	8	26	31	5	9	6	1
11	15	29	22	11	18	18	9	4	11	1	5	10	15	5	9
23	19	15	18	23	7	5	14	13	9	31	26	9	5	1	5
*-8	11	22	15	2	11	23	19	18	22	5	1	17	14	9	13
22	17	11	18	26	23	14	18	9	6	26	22	5	1	10	15
3	8	32	28	25	30	19	16	23	18	1	5	15	10		
17	13	7	11	31	26	12	19	6	2	14	10	1	5		
1	5	b-26	23	6	10	24	15	18	14	5	9	10	6	B. W.	

*. Now Ayrshire Lassie.

A. 26-23 is best here.

B. Very bad, there may be a draw after this, but there is so much better play it is not worth considering. 19-15 draws easy thus: 10-19, 24-15, 18-22, 26-17, 11-18, 27-23, 18-27, 31-24, drawn.

C. 19-16 would give more hope.

GAME No. 40. DOUBLE CORNER, 9-14, 24-20.

Black, Reynolds; White, Morrall.

9	14	29	25	a-1	5	20	16	4	8	26	23	10	17	19	16
24	20	7	11	b-19	16	11	20	26	23	15	24	19	15	31	26
11	15	25	22	12	19	27	24	8	11	28	19	17	22	15	11
22	18	6	9	23	16	20	27	23	19	2	7	18	14		
15	22	27	24	8	12	31	6	7	10	22	18	22	26		
25	9	3	7	32	27	9	13	30	26	14	17	23	19		
5	14	24	19	12	19	6	1	11	15	21	14	26	31	W. W.	

A. Played oblivious to any danger, 11-16, 20-11, 8-24, 28-19, 4-8, draws.

B. A move that must have surprised Reynolds; Morrall sets a trap that Reynolds cannot very well avoid.

Great Britain 6. America 3. Drawn 31.

SECOND DAY'S PLAY.

BOARD No. 1. STEWART AND REYNOLDS.

GAME No. 41. WILL-O'THE WISP, 9-13, 23-19.

Afternoon Session. Black, Reynolds; White, Stewart.

9	13	10	14	6	10	11	15	2	6	15	18	14	32	27	20
23	19	18	9	22	18	30	26	22	17	31	26	17	14	1	6
a-11	15	5	14	1	5	4	8	13	22	18	22	10	17	7	11
22	18	27	23	18	9	25	22	26	17	26	17	b-19	1	14	9
15	22	8	11	5	14	8	11	3	8	11	15	32	27	11	15
25	18	26	22	29	25	32	27	17	13	23	18	21	14	Drawn.	

A. Now Will O'the Wisp.

B. This game is very old, well known and has figured in important matches in the past.

GAME No. 42. WILL O' THE WISP, 9-13, 23-19.

Black, Stewart; White, Reynolds.

9	13	19	15	11	18	27	23	2	11	31	15	15	18	7	2
23	19	10	19	26	22	8	12	c-25	22	8	11	20	16	10	15
11	15	24	15	5	14	23	16	14	18	15	8	18	23	2	7
22	18	b-6	9	22	15	12	19	22	15	4	11	16	11	15	19
15	22	29	25	12	16	15	11	11	18	d-28	24	1	6	7	11
25	18	9	14	30	26	3	8	26	23	11	15	11	7	19	24
a-7	11	18	9	16	19	11	7	19	26	24	20	6	10	11	16
Drawn.															

A. Varies from preceding game.

B. In the match between the late veteran Martins, and the American champion, C. F. Barker, the former here played, 12-16, 29-25, 6-9, 26-22, 9-14, 18-9, 11-18, 22-15, 5-14, 27-23, 8-12, 25-22, 16-19, 23-16, 12-19, 15-11, 3-8, 11-7, 2-11, 30-26, now the same as above game at C.

- C. The play from here to D is the same way it was played between Martins and Barker.
- D. This differs from Barker's continuation, which ran thus: 32-27, 11-15, 27-23, 1-6, 28-24, 6-10, 21-17, 13-22, 23-18, etc. Drawn.

GAME No. 43. SWITCHER, 9-13, 21-17.

Evening Session. Black, Reynolds; White, Stewart.

9 13	10 17	4 8	12 19	3 8	15 19	2 9	13 22
21 17	21 14	29 25	24 15	28 24	20 16	21 14	27 24
a-11 15	6 10	b-1 6	11 18	8 12	6 9	9 13	d-22 26
25 21	22 17	c-25 21	30 25	24 20	17 13	25 21	
8 11	13 22	15 19	8 11	11 15	10 17	18 22	
17 14	26 17	23 16	31 26	32 28	13 6	26 17	Drawn.

- A. Forms the Switcher.
- B. This is considered a very strong attack.
- C. In years gone by, 31-26 was the move invariably taken, we believe it is still considered sound though questionable. For several years past, and to the present, this 25-21 is made with a regularity that seems to make it the unanimous choice.
- D. Nothing new has been introduced; this game with slight variations towards the end has been played in numerous contests v the best of talent abroad.

GAME No. 44. SWITCHER 9-13, 21-17.

Black, Stewart; White, Reynolds.

9 13	6 10	12 16	10 17	1 6	11 15	19 23	27 23
21 17	22 17	24 20	27 23	16 12	19 16	11 8	d-11 16
11 15	13 22	8 12	5 9	17 21	15 18	23 27	
25 21	26 17	25 22	23 16	c-23 18	22 15	8 4	
8 11	4 8	16 19	9 14	14 23	10 19	27 31	
17 14	29 25	23 16	32 27	26 19	16 11	4 8	
10 17	a-2 6	12 19	6 10	15 24	7 16	31 27	
21 14	31 26	17 13	b-27 23	28 19	20 11	8 11	Drawn.

- A. Varies from preceding game and is another very strong line.
 B. 13-9 would lose by 14-18.
 C. In a game between the late veterans Martins and Wyllie, the latter played 23-19 and lost. Mr. Dunne published play showing the draw by 23-18, and gets the credit for the play, though we believe it was known to both the veterans before his play appeared.
 D. 11-15 would lose by 3-7. The game is played from C to D exactly as Dunne gave it.

BOARD No. 2. BUCHANAN AND DEARBORN.

GAME No. 45. GLASGOW, 11-15, 22-17.

Afternoon Session. Black, Dearborn; White, Buchanan.

11	15	24	20	7	16	17	14	5	9	31	27	16	20	30	23
22	17	16	23	24	20	10	17	20	16	2	9	2	7	24	27
8	11	27	11	16	19	21	14	1	5	27	11	20	24	23	18
23	19	7	16	29	25	6	9	10	6	14	17	7	11	27	31
9	14	20	11	4	8	14	10	9	13	10	7	19	23	11	15
25	22	3	7	b-22	18	9	14	16	11	12	16	26	19	9	14
a-11	16	28	24	14	23	25	22	8	15	7	2	17	26	Drawn.	

- A. Forms the Glasgow.
 B. This variation is known as Martin's rest, the remainder of the play has all been threshed out long ago.

GAME No. 46. DYKE, 11-15, 22-17.

Black, Buchanan; White, Dearborn.

11	15	25	22	8	12	25	22	20	27	16	7	25	30	19	16
22	17	8	11	27	23	6	10	32	16	3	17	14	9	23	18
15	19	30	25	16	20	29	25	6	10	18	14	5	14	16	11
24	15	4	8	23	16	10	17	25	21	17	21	18	9	18	14
10	19	22	18	12	19	21	14	10	17	26	23	30	26	9	5
23	16	11	16	31	27	1	6	21	14	21	25	23	19	13	17
12	19	17	14	9	13	27	24	a-7	11	22	18	26	23	Drawn.	

- A. In game No. 4, Stewart and Horr, the former played 2-6.

GAME No. 47. DOUBLE CORNER DYKE, 9-14, 22-17.

Evening Session. Black, Dearborn; White, Buchanan.

9	14	23	16	8	12	23	16	1	5	24	20	27	31	28	24
22	17	12	19	25	21	12	19	c-30	25	15	18	26	22	19	28
11	15	17	10	4	8	32	27	9	14	20	11	31	26	18	15
25	22	a-6	15	17	13	b-8	12	22	17	18	27	3	7	10	19
15	19	21	17	2	6	27	24	j-7	11	11	7	26	23	17	1
24	15	5	9	27	23	c-3	7	27	23	5	9	22	18	9	14
10	19	29	25	7	10	d-31	27	11	16	7	3	12	16	7	10

W. W.

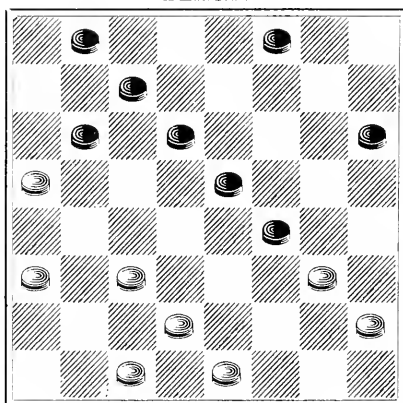
A. Forms a variation of the Dyke.

B. The British team claim this the losing point, and the Americans were inclined to accept these conclusions, however, in preparing the play we are unable to prove it so. Mr. Tescheleit published play on this 8-12 some few years ago showing a draw. Mr. Dearborn followed in his footsteps to a point where Mr. Buchanan puts in a move that annihilates the Tescheleit draw.

In the team match, New York vs. Massachusetts, Dearborn and Head, this same position arose but by a different order of moves; in that game, Dearborn played 3-7, and play continued with 27-24, 1-5, 22-17, 8-12, 31-27, 15-18, 24-15, 10-19, 27-24, 18-22, 24-15, 22-31, 15-10, Drawn.

C. Tescheleit's move and we believe the loser. The position previous to this move is given on diagram below with our version for a draw.

BLACK.



WHITE.

Black to play and draw.

8-1 5 2-27 23 12 19 24 20 23 27 21 14 6 10
 1-31 27 3 7 22 17 18 23 17 14 15 18 16 11
 *9 14 23 16 14 18 20 16 10 17 30 25 Drawn.

VARIATION 1.

22 17 3-31 27 24 15 30 25 17 14 21 17 27 23 26 22
 *3 7 15 18 10 19 12 16 16 20 7 11 18 27 9 18
 Drawn.

VARIATION 2.

22 17 4-24 20 14 18 20 11 19 23 26 19 15 31 11 7
 12 16 Drawn.

VARIATION 3.

30 25 *7 11 31 27 11 16 or 19 23 both draw with black
 the choice.

VARIATION 4.

26 23 19 26 30 23 16 20 23 19 3 7 19 16 14 18
 Drawn.

D. Tescheleit gave 22-17, this is the correcting move.

E. The innocent looking move that does the trick.

F. 14-18 is no better.

G. 9-14 the most natural looking move, runs into a published loss.

Since the foregoing has been in type, we learn a narrow draw has
 been shown for black at the 29th move of game by playing 10-14
 instead of 1-5 as given.

GAME No. 48. GLASGOW, 9-14, 22-17.

Black, Buchanan; White, Dearborn.

9 14 22 17 11 15 25 22 8 11 23 19

Now the same as game No. 45, and continued in the same way to
 the mid-game, when it was abandoned as drawn.

BOARD No. 3. R. JORDAN AND HEAD.

GAME No. 49. WHILTER, 9-14, 23-19.

Afternoon Session. Black, Head; White, R. Jordan.

9 14	25 22	2 7	31 26	5 14	22 15	23 26	16 7
23 19	11 16	23 18	30 23	32 16	10 19	25 21	3 17
11 15	26 23	14 30	27 2	1 6	17 14	26 31	21 14
22 17	16 20	19 16	20 27	29 25	19 23	17 13	31 27
a-7 11	30 26	12 19	b-2 9	14 18	21 17	c-8 11	Drawn.

- A. Forms the Whilter.
- B. 32-16 is also booked and sound.
- C. In a game played between Belcher and Birkinshaw the former played 31-27, and the play continued, 16-11, 8-15, 14-10, 15-19, etc. Drawn.

GAME No. 50. DOUBLE CORNER, 9-14, 23-19.

Black, R. Jordan; White, Head.

9 14	19 16	9 13	25 22	5 14	32 27	25 30	31 24
23 19	12 19	27 23	15 24	26 22	17 21	23 18	22 18
11 16	24 8	13 22	28 19	2 7	19 15	30 25	15 10
26 23	4 11	25 9	7 11	22 18	21 25	18 15	
16 20	23 19	5 14	22 18	14 17	15 8	25 22	
30 26	a-6 9	29 25	1 5	21 14	3 12	27 24	
8 11	b-22 17	11 15	18 9	10 17	18 14	20 27	Drawn.

- A. In the match for the championship of the world, between Ferrie and Wyllie, the former played 5-9.
- B. In the late match between Freedman and R. Jordan, the former played 27-23 with a drawn result.

GAME No. 51. BRISTOL, 11-16, 24-20.

Evening Session. Black, Head; White, R. Jordan.

11	16	26	23	9	13	11	7	30	25	19	1	8	12	2	7
24	20	19	26	25	22	14	17	31	27	12	16	15	19	20	24
16	19	30	7	1	5	21	14	25	22	24	20	27	32	23	27
23	16	2	18	29	25	10	17	18	15	16	19	16	11	24	28
12	19	28	24	6	10	25	21	<i>b</i> -22	18	1	6	32	27	27	32
22	18	9	14	22	18	17	22	15	10	19	23	11	7	31	26
10	14	24	19	8	12	7	3	<i>c</i> -18	15	20	16	27	31	7	10
18	15	5	9	18	9	22	25	27	24	23	27	19	23	26	23
7	10	<i>a</i> -27	23	5	14	3	7	15	6	6	10	12	16	10	15
20	16	18	27	16	11	25	30	7	11	<i>d</i> -4	8	7	2		
14	18	32	23	3	8	23	18	8	15	10	15	16	20	W.	W.

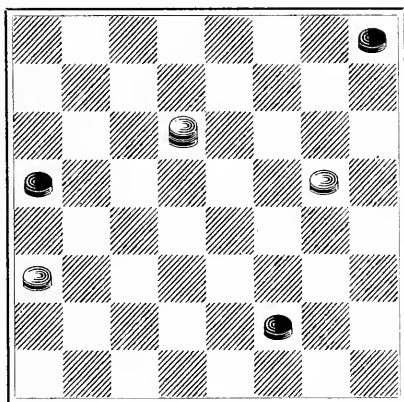
A. In a game between Wyllie and Jewett, 25-22 was taken with a draw result.

B. 22-26 would have been better.

C. 8-11, 7-16, 18-15, 27-23, 15-24, 16-20, 24-27, 23-19, and white can win.

D. Loses. Black's draw is simple, see diagram.

BLACK.



WHITE.

Black to play and draw.

27-31 followed by 31-26 and black draws with ease.

GAME No. 52. BRISTOL, 11-16, 24-20.

Black, R. Jordan; White, Head.

11	16	10	14	7	10	3	7	31	22	6	10	13	17	26	31
24	20	18	15	16	12	12	3	25	18	18	14	25	21	16	7
16	19	a-14	18	10	19	9	13	4	8	10	17	17	22	2	11
23	16	27	23	31	27	3	10	28	24	b-21	14	14	10		
12	19	18	27	19	23	6	31	1	6	8	11	22	26		
22	18	32	16	26	19	30	26	24	19	29	25	19	16	Drawn.	

A. Varies from preceding game.

B. Same to here as a game played between Gardner and Wyllie in 1894.

BOARD No. 4. FERRIE AND HILL.

GAME No. 53. MILLBURY EDINBURGH, 11-16, 22-18.

Afternoon Session. Black, Hill; White, Ferrie.

11	16	11	16	2	6	1	17	7	11	17	22	3	8	8	12
22	18	b-17	14	24	19	26	22	15	10	2	6	9	13	3	8
8	11	10	17	6	10	17	26	11	15	22	26	16	19	24	19
25	22	21	14	25	21	31	22	10	6	6	9	24	15	23	18
4	8	c-9	13	10	17	5	9	15	18	26	31	31	24	19	10
a-22	17	25	22	21	14	c-18	15	22	15	15	11	10	7	18	14
16	20	6	9	d-13	17	9	14	14	17	8	15	12	16	10	17
30	25	29	25	22	6	28	24	6	2	19	10	7	3	13	22

W. W.

A. Still Millbury but later runs into Edinburgh.

B. Our preference would be 24-19, making a Paisley line.

C. The position can be run up from the Edinburgh thus: 9-13, 22-18 11-16, 25-22, 16-20, 30-25, 8-11, 18-14, 10-17, 21-14, 11-16, 22-18, 4-8.

D. Loses. The diagram will show the draw.

E. The move that winds black's game up tight. The win from here out is a mere matter of detail, Mr. Ferrie having more ways to win than one at several stages.

Black to play and draw.

7	10	9	14	8	11	11	15	10	14	14	23	16	19	17	22
14	7	15	6	18	9	23	18	28	19	22	18	32	28	2	7
3	10	1	10	5	14	15	24	16	23	12	16	13	17	23	26
f-18	15	22	18	26	22	18	9	27	18	9	6	6	2	Drawn.	

F. 19-15, 10-19, 27-24, 20-27, 31-15, 9-14, 18-9, 5-14, Drawn.

GAME No. 54. PAISLEY, 11-16, 22-18.

Black, Ferrie; White, Hill.

11	16	9	18	12	16	<i>d</i> -6	9	6	10	3	10	2	6	17	22
22	18	23	14	28	24	24	19	30	26	26	22	15	11	7	2
8	11	4	8	16	20	1	6	10	17	9	13	6	9	22	26
18	14	<i>a</i> -24	19	31	27	25	21	21	14	18	15	22	18	19	15
10	17	16	23	8	12	11	16	7	10	10	14	13	17	26	30
21	14	<i>b</i> -27	18	<i>c</i> -26	23	29	25	14	7	25	21	11	7	<i>e</i> -15	10

Drawn.

A. In the Jordan-Stewart and Jordan-Barker matches, 26-23 was the adopted reply, giving it a Millbury formation.

- B. This is brought up from the Paisley thus: 11-16, 24-19, 8-11, 22-18, 4-8, 18-14.
 C. Resembles the Dyke colors reversed. If white were to play again the position would be identical.
 D. In the Dyke this move is not much in favor, while in this game it is.
 E. All book clear to the end.

GAME No. 55. DENNY, 10-14, 22-18.

Evening Session. Black, Hill; White, Ferrie.

10 14	14 18	7 10	12 16	10 17	8 12	29 25	5 9
22 18	23 14	26 23	29 25	21 14	2 6	19 15	27 24
11 15	9 18	3 7	16 19	6 10	21 25	23 26	9 14
18 11	26 22	23 14	a-25 22	13 9	27 24	15 8	18 9
8 15	7 11	15 18	6 10	10 17	19 23	7 11	11 18
24 20	21 17	22 15	b-22 18	9 6	24 19	6 10	
4 8	2 7	10 28	1 6	17 21	25 29	25 22	
28 24	30 26	25 21	17 13	6 2	31 27	10 15	Drawn.

- A. 27-24 wins without much difficulty.
 B. Mr. Denvir points out a win at this point thus:

20 16	20 27	22 18	10 17	14 10	16 19	3 7	20 3
11 20	31 6	8 12	21 14	11 16	7 3	23 26	18 14
27 24	1 10	*17 13	7 11	10 7	19 23	7 11	etc., W. W.

GAME No. 56. DENNY, 10-14, 22-18.

Black, Ferrie; White, Hill.

10 14	23 18	4 8	22 18	7 10	28 19	1 5	19 16
22 18	15 22	24 19	9 14	25 22	2 7	18 9	12 19
11 15	26 10	15 24	18 9	11 15	27 23	5 14	a-23 16
18 11	6 15	28 19	5 14	32 28	7 11	31 26	
8 15	25 22	8 11	29 25	15 24	22 18	11 15	Drawn.

- A. Evenly played.

BOARD No. 5. SEARIGHT AND HARR.

GAME No. 57. KELSO, 10-15, 21-17.

Afternoon Session. Black, Searight; White, Harr.

10	15	22	18	9	14	24	19	14	17	a-25	21	11	18	27	24
21	17	15	22	18	9	11	16	21	14	4	8	23	7	20	27
11	16	25	18	5	14	26	22	10	26	b-22	18	2	11	32	14
17	13	8	11	25	21	3	7	31	22	c-8	11	19	15		
16	20	29	25	7	10	30	25	7	10	18	15	11	18	Drawn.	

A. 22-18 would lose by the trap 20-24, 27-11, 10-15.

B. 28-24 loses.

C. 1-5 also draws.

GAME No. 58. KELSO, 10-15, 21-17.

Black, Harr; White, Searight.

10	15	18	11	15	24	25	22	c-9	13	30	26	2	11	21	17
21	17	8	15	22	15	7	10	d-22	17	11	18	17	14	12	16
11	16	b-17	14	4	8	29	25	13	22	27	24	11	16	17	13
a-23	18	9	18	28	19	3	7	26	17	20	27	19	15	16	20
16	20	24	19	5	9	25	21	7	11	32	7	16	19	14	9

Drawn.

A. Varies from preceding game and is a very good line.

B. Nothing better.

C. 9-14 leads to some complicated play.

D. Reduces the play down to the common place, and leaves very little to play for.

GAME No. 59. KELSO, 10-15, 22-18.

Evening Session. Black, Searight; White, Horr.

10 15 21 17 6 10 28 19 c-2 7 e-26 22 10 14 19 15
 22 18 4 8 27 23 3 7 21 14 17 26 15 11 16 19
 15 22 17 13 11 16 25 22 10 17 31 22 14 17 23 16
 25 18 9 14 24 20 7 11 22 18 16 20 22 13 12 19
 11 15 29 25 15 24 b-30 25 d-5 9 32 27 7 10 7 2
 18 11 8 11 a-20 11 14 17 13 6 11 16 11 7 14 18
 8 15 23 19 7 16 25 21 1 10 18 15 10 14 Drawn.

A. 28-19 first is stronger.

B. Well played.

C. Loses. The following will draw:

10 14 6 9 5 14 11 15 16 20 24 27 31 26 10 17
 1-32 28 13 6 26 22 22 17 17 13 9 6 2 7 21 14
 2 6 1 10 17 26 15 24 20 24 27 31 14 18 26 23
 22 18 18 9 31 22 28 19 13 9 6 2 23 14 Drawn.

VARIATION 1.

22 18 18 9 26 22 31 22 22 17 23 14 19 15 15 6
 1 6 5 14 17 26 16 20 14 18 11 16 6 10 Drawn.

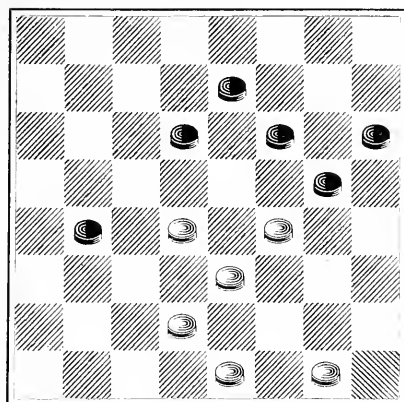
Referring again to the 2-7 move at note C, it is quite plain that the time limit is responsible for the bad play. Any first-class player can see that it leads to a cramped game, but that it would lose is too difficult to see in the required time, on the other hand, the draw play arising from the 10-14 can be seen clear to the end by all first-class players, but all this requires more than five minutes.

D. 16-20 is no better thus:

19 15 23 16 10 6 7 3 8 12 22 18 32 28 10 7
 11 16 12 19 1 10 21 25 25 29 25 22 22 17 14 18
 18 14 14 10 14 7 3 8 26 22 18 14 14 10 7 3
 16 19 7 11 17 21 11 16 29 25 20 24 17 14 18 15
 then 3-8, W. W.

E. The win is missed here. See diagram.

BLACK.



WHITE.

White to play and win.

18 14 9 6 19 15 2 6 8 3 7 11 16 19
 2-17 21 25 30 10 19 25 18 11 15 16 20 23 26
 14 9 6 2 26 22 30 8 3 7 11 16 6 10
 21 25 7-30 25 19 26 7 11 15 19 19 23 W. W.

VARIATION 2.

16 20 9 6 17 26 6 2 24 27 32 27 24 15
 14 9 10 14 31 22 7 10 6 15 31 24 18 20
 11 16 26 22 20 24 2 6 27 31 15 18 W. W.

F. 16-20, 26-22, 30-25, 22-17, 25-30, 2-6, 11-15, 32-28, 15-24,
 28-19. W. W.

GAME No. 60. KELSO, 10-15, 22-18.

Black, Horr; White, Searight.

10 15 24 19 4 8 25 22 10 15 27 20 3 7 23 16
 22 18 11 15 23 18 5 9 19 10 7 10 17 14 12 19
 15 22 18 11 6 10 27 23 6 15 26 23 1 5 27 23
 25 18 8 24 29 25 2 6 b-23 19 c-10 15 31 27 19 26
 a-9 13 28 19 8 11 32 27 15 24 21 17 15 19 30 23
 then 11-15 Drawn.

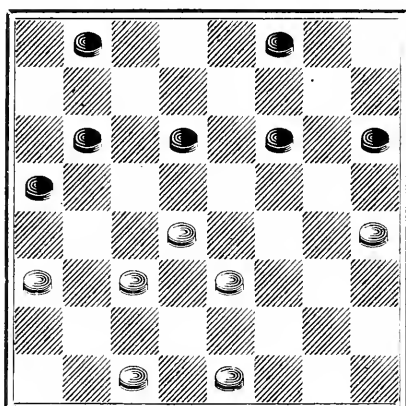
A. Varies from preceding game.

B. Probably A losing move, the following is offered to draw.

21 17 7 10 31 24 17 21 11 7 10 15 22 13 22 26
 12 16 18 14 3 7 20 16 24 27 26 23 15 22 9 6
 17 14 10 17 23 18 11 20 7 2 31 27 13 9 26 31
 16 20 27 24 7 10 18 11 27 31 23 18 27 23 6 2
 14 5 20 27 24 20 20 24 2 7 13 17 7 10 Drawn.

C. Horr misses a win. The losing move is liable to be made under any time limit, but given time one is not so apt to miss the win. Mr. Horr told his friends at the conclusion of this game, that he believed he missed a win; he can charge this failure up to the time limit. The diagram shows the situation:

BLACK.



WHITE.

Black to play and win.

12 16 d-30 25 9 18 14 10 22 15 20 16 16 11 11 8
 1-31 27 3 8 23 14 15 18 11 18 8 12 12 16 16 20
 10 15 18 14 16 19 B. W.

VARIATION 1.

30 26 21 17 17 14 31 27 18 15 15 8 20 2
 10 15 1 5 3 7 15 19 9 25 19 24 24 31 B. W.

D. 21-17, 15-19, 17-14, 19-26, 30-23, 16-19, B. W.

BOARD No. 6. A. JORDAN AND DENVIR.

GAME No. 61. SWITCHER, 11-15, 22-17.

Afternoon Session. Black, A. Jordan; White, Denvir.

11 15	17 14	13 22	29 25	15 22	27 23	15 22	20 10
22 17	10 17	26 17	18 22	32 28	22 25	14 10	15 18
8 11	21 14	15 18	25 18	4 8	30 21	7 14	19 15
25 22	6 10	24 20	10 15	23 18	10 15	17 10	12 19
a-9 13	22 17	2 6	28 24	6 10	23 19	11 15	10 7

Drawn.

A. Now the Switcher. The play from here to the end is all book.

GAME 62. DYKE, 11-15, 22-17.

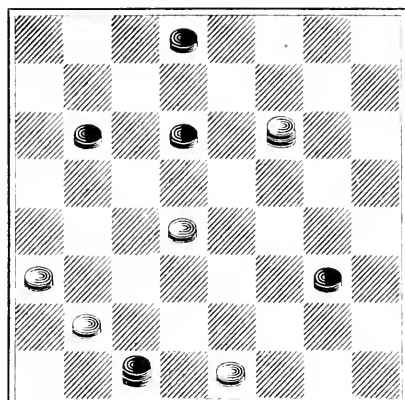
Black, Denvir; White, A. Jordan.

11 15	12 19	4 8	7 16	9 14	6 10	12 16	5 9
22 17	25 22	23 16	25 22	17 10	18 11	22 18	8 11
15 19	8 11	8 12	3 8	6 15	19 24	16 20	d-24 28
24 15	30 25	a-22 18	32 27	27 23	28 19	c-8 3	11 16
10 19	11 15	b-12 19	8 12	1 6	16 30	20 24	10 14
23 16	27 23	18 11	29 25	23 18	11 8	3 8	18 15

Then 14-18 and eventually drawn.

- A. Varies from game 29 between Head and Hynd, they played 32-27.
- B. In a game between Martins and McKerrow, 1859, 15-22, is the move taken.
- C. This looks like a losing move. 31-27 appears to draw.
- D. In the copy book, one of the players marked 9-13 may win. An examination seems to bear out this view. See diagram.

BLACK.



WHITE.

Black to play and win.

9 13 11 16 28 32 23 19 19 16 16 19 31 27 19 23
 e-25 22 24 28 19 23 32 28 *30 25 2 6 6 9 28 32
 30 25 16 19 *25 30 B. W.

E. 11-16, 13-17, 21-7, 2-20, 25-21, 30-25, 31-26, 25-30, 26-22, 30-25,
 21-17, 25-21, 17-14, 21-25, B. W.

F. 18-15, 30-26, 15-6, 26-17, 21-14, 2-18, B. W.

GAME No. 63. DEFIANCE, 11-15, 23-19.

Evening Session. Black, A. Jordan; White, Denvir.

11 15 22 18 11 15 19 10 15 22 23 18 a-11 16 2 9
 23 19 15 22 24 20 6 15 26 10 14 23 20 11 5 32
 9 14 25 9 15 24 25 22 7 14 27 18 3 7
 27 23 5 14 28 19 4 8 31 27 2 6 11 2
 8 11 29 25 10 15 22 18 8 11 32 27 1 5 Drawn.

A. Varies from game 22 between Dearborn and A. Jordan. All
 book.

GAME No. 64. GLASGOW, 11-15, 23-19.

Black, Denvir; White, A. Jordan.

11	15	7	16	4	8	6	10	2	9	9	13	17	22	25	22
23	19	20	11	29	25	25	22	20	16	21	17	6	2	30	26
8	11	3	7	19	24	5	9	9	14	14	21	22	25	22	31
22	17	28	24	17	14	22	18	26	23	22	18	2	6	16	11
a-11	16	7	16	9	18	9	14	19	26	10	14	25	29		
24	20	24	20	22	15	18	9	28	19	18	9	6	10		
16	23	16	19	10	19	1	5	5	9	13	17	29	25		
27	11	25	22	32	28	9	6	31	22	9	6	10	15	Drawn.	

A. From here to the end it is played the same as game No. 3 between Horr and Stewart on the first day.

BOARD No. 7. GARDNER AND GROVER.

GAME No. 65. DOUBLE CORNER, 9-14, 23-19.

Afternoon Session. Black, Grover; White, Gardner.

9	14	16	20	4	11	5	14	15	19	2	7	7	10	24	27
23	19	27	23	26	23	28	19	23	16	17	10	22	17	31	24
11	16	7	10	11	15	10	15	12	19	7	14	14	18	20	27
19	15	23	19	22	18	19	10	30	26	29	25	17	14	32	23
10	19	8	11	a-15	24	6	15	19	24	3	7	10	17	18	27
24	15	15	8	18	9	25	22	22	17	25	22	21	14	14	10
														Drawn.	

A. In the English 1904 tourney, Blakeley vs. Roberts, the former captured 15-22 and like this game was very evenly contested, containing no special points of any great interest.

GAME No. 66. DOUBLE CORNER, 9-14, 23-19.

Black, Gardner; White, Grover.

9 14	19 16	9 13	25 22	11 15	21 14	22 25	18 14
23 19	12 19	22 17	7 10	32 27	10 17	9 6	30 25
11 16	24 8	13 22	22 18	15 24	19 15	25 30	
26 23	4 11	25 9	1 5	28 19	17 22	6 2	
16 20	23 19	6 13	18 9	2 7	15 10	13 17	
30 26	a-5 9	29 25	5 14	22 18	7 14	23 18	
8 11	27 23	b-10 14	26 22	14 17	18 9	17 22	Drawn.

- A. In the Scotch tourney, 1901, Corbett played 10-15 against Stewart, resulting in a draw.
 B. English tourney 1904, Roberts played 11-15 against Blakeley result drawn.

GAME No. 67. EDINBURGH, 9-13, 22-17.

Evening Session. Black, Grover; White, Gardner.

9 13	11 15	5 9	4 8	a-1 5	14 23	c-16 19	27 32
22 17	18 11	17 13	24 20	b-25 22	27 18	20 16	4 8
13 22	8 15	9 14	8 11	3 8	12 16	11 27	5 9
25 18	21 17	29 25	28 24	23 18	32 28	18 4	22 18

Grover resigned.

- A. The game has now run into a position of the Kelso Exchange, brought up from that opening in the following order of moves.

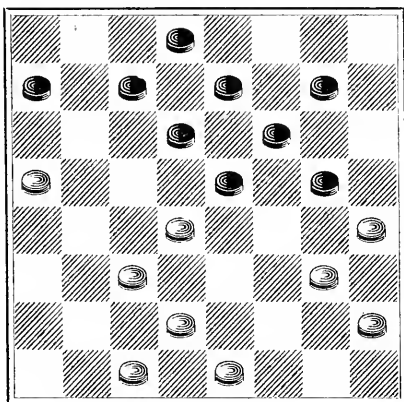
10 15	15 22	11 15	8 15	4 8	9 14	8 11	6 10
22 18	25 18	18 11	21 17	17 13	29 25	24 20	28 24

Then 1-6 and the position is the same as above at A, and was first played we believe between C. F. Barker and C. H. Freeman in their last match at Providence, R. I. In a match previous with James Smith of Spennymoor, England, Barker instead of 1-6, played 14-17, and by very hard play managed to draw.

B. Not best, 32-28 as played by Freeman against Barker is much stronger.

C. Under what hypnotic spell was our Samual laboring when making this? 5-9 draws. See diagram.

BLACK.



WHITE.

Black to play and draw.

5 9 10 14 15 19 16 19 14 23 11 25 8 12 12 19
1-31 27 2-27 23 24 15 23 16 26 19 30 21 19 15 Drawn.

VARIATION 1.

26 23 30 23 31 27 24 19 22 17 14 7 3 7
15 19 6 10 10 15 15 24 9 13 22 26 31 26
24 15 13 6 27 24 28 19 18 14 7 3 7 3
10 26 2 9 8 12 7 10 13 22 26 31 26 31 Drawn.

VARIATION 2.

24 19 28 24 26 3 d-3 7 7 16 14 18 22 15 10 28
15 31 14 23 7 10 9 14 Drawn.

D. 24-19, 11-15, 3-7, 2-11, 19-16, 10-14, 16-7, 14-17. Drawn

GAME No. 68. EDINBURGH, 9-13, 22-17.

Black, Gardner; White, Grover.

9	13	17	13	8	12	31	27	14	23	16	11	10	14	30	26
22	17	<i>a-4</i>	8	23	16	7	11	26	19	7	16	<i>e-7</i>	11	15	18
13	22	<i>b-20</i>	25	12	19	27	23	20	24	20	11	14	17	7	11
25	18	<i>c-15</i>	19	32	27	2	7	19	16	27	23	<i>h-13</i>	9	17	21
11	15	24	15	3	8	23	16	24	27	11	7	18	14	11	16
18	11	10	19	27	23	11	20	28	24	23	18	9	5	18	15
8	15	23	16	8	12	25	22	27	31	7	2	14	18		
21	17	12	19	23	16	9	14	24	20	6	10	11	7		
5	9	27	23	12	19	<i>d-22</i>	18	31	27	2	7	18	15	B. W.	

Grover appeared in the same mental rut as in the previous game, and resigned here.

- A. Varies from the previous game and is a slight improvement.
- B. Paves the way for Gardner to make an open and easy game.
- C. Gardner takes quick advantage for the easy line.
- D. There was nothing to gain with this, and white should have played for the easiest draw possible by 26-23.

E. 13 9 30 25 7 2 25 22 9 6 2 7 22 17
18 15 *f-1* 5 15 10 10 15 5 9 15 10 Drawn.

F. 8-15-10, 7-3, 1-5, 25-22, 10-15, 9-6, 5-9, 3-7, Drawn.

G. 15-18, 7-11, 14-17, 25-21, 17-22, 21-17, 22-26, 11-7, Drawn.

H. Loses. White should have kept dodging back and forth 11-7 and 7-11 with the king, for black cannot pass the man through for a king without relieving the piece on 13.

BOARD No. 8. HYND AND BARKER.

GAME No. 69. EDINBURGH, 9-13, 24-19.

Afternoon Session. Black, Barker; White, Hynd.

9 13 *b*-6 9 6 9 7 16 2 9 9 14 22 26 19 23
a-24 19 *c*-28 24 23 19 20 11 14 10 2 6 14 18 11 7
 11 16 9 18 *e*-11 16 3 7 16 19 26 31 26 30 5 9
 22 18 23 14 19 15 30 26 10 6 6 10 29 25 7 3
 8 11 16 23 16 19 7 16 19 23 14 17 12 16 9 13
 18 14 27 18 24 20 26 23 18 15 25 21 15 11
 10 17 *d*-1 6 13 17 19 26 23 26 17 22 16 19
 21 14 26 23 15 11 31 6 6 2 10 14 18 15 Drawn.

- A. This at one time was considered about as formidable an attack as 22-18, there were some who even considered it stronger; it is, however, fast losing its terrors.
- B. This seems to take the sting out of the 18-14 cut, it was first introduced by Mr. Lees.
- C. Something new in important play, though it has figured before in less serious contests. White has plenty of scope for variety without endangering their game.
- D. If 11-16, or 12-16 the line up by 26-23 gives white a powerful attack.
- E. 7-10 appeals to us as very good here, though it may be no improvement on the move taken.

GAME No. 70. SINGLE CORNER, 9-13, 24-19.

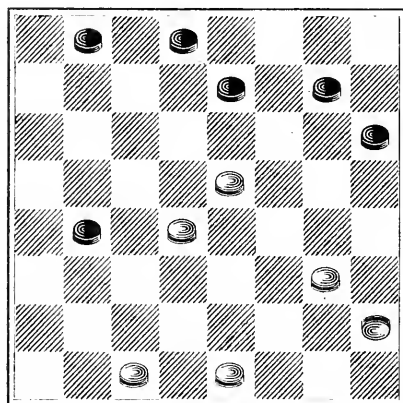
Black, Hynd; White, Barker.

9 13 *d*-10 14 14 23 13 17 17 21 23 27 19 23 13 17
 24 19 18 9 27 11 21 14 *g*-26 22 15 10 22 18 3 7
 11 15 5 14 7 23 10 17 8 12 27 31 1 6 17 22
a-22 18 29 25 26 19 *e*-19 15 15 11 10 7 8 4 18 14
b-15 22 6 10 4 8 *f*-12 16 7 16 12 16 6 9 31 27
 25 18 25 22 22 18 24 20 20 11 7 3 4 8
c-8 11 11 15 3 7 16 19 19 23 16 19 9 13
 28 24 23 18 32 28 31 26 18 15 11 8 8 11 Drawn.

- A. Throws away the white advantage.
- B. The best way to capture.

- C. Now into a variation of the Single Corner that Wyllie used to play considerable when not engaged in serious play, coming up from the Single Corner thus: 11-15, 22-18, 15-22, 25-18, 8-11, 24-19, 9-13.
- D. Somewhat unusual, 10-15 and 4-8 or 11-16 are more common.
- E. 24-20 would lead to an easy game, the move taken is decidedly weak, our first impression was that the white game was hopeless, and it was only by the most minute inspection we were able to knit the drawing moves together. It looks as though Barker wanted to play 31-26, but was deterred by the trap from 12-16, the probabilities are he had consumed or rather wasted his time on it, and finding it unsatisfactory made this move without much consideration, it is only another case where the time limit is the cause of producing inferior play. We present a diagram of the situation with play.
- F. Hynd fails to rise to his opportunity.
- G. 20-16, 8-12, 15-11, 21-25, 30-21, 2-6, etc., draws.

BLACK.



WHITE.

Black to play and white to draw.

1	6	*30	26	21	25	17	13	11	18	14	10	27	31	10	14
*24	19	6	9	26	22	26	31	6	2	18	23	2	6	23	19
7	11	24	20	25	30	13	6	24	15	10	6	31	27	14	10
*28	24	17	21	22	17	31	24	2	4	23	27	6	10		
2	7	31	27	30	26	18	14	15	11	6	2	27	23	Drawn.	

GAME No. 71. DOUBLE CORNER BRISTOL, 12-16, 22-17.

Evening Session. Black, Barker; White, Hynd.

12	16	24	19	14	18	27	18	9	13	16	12	9	14	14	18
22	17	15	24	b-26	22	11	16	17	14	23	18	5	1	31	26
16	20	28	19	c-3	8	12	3	29	25	14	10	14	18	21	17
17	13	4	8	22	15	16	19	31	27	18	15	1	6	13	22
9	14	22	17	10	19	3	10	f-25	30	10	6	18	23	18	25
25	22	8	11	d-32	28	6	29	27	23	15	11	6	10	26	23
a-8	12	19	16	5	9	13	6	1	5	6	1	23	26	25	22
29	25	12	19	e-16	12	2	9	23	16	5	9	10	14	23	19
11	15	23	16	19	23	30	26	30	23	g-1	5	26	31	22	26

B. W.

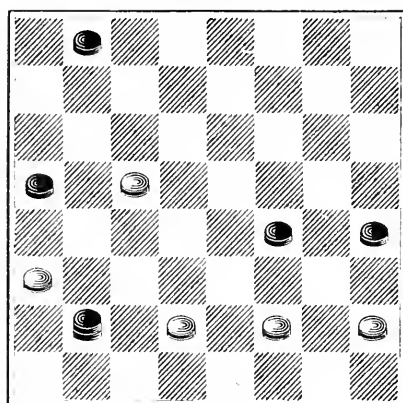
- A. Now into well traversed ground, coming up frequently from 9-14, 22-17 and 11-16, 22-17.
- B. Some nice games have resulted from 26-23 in tourneys played abroad.
- C. Freedman, we believe, was first to publish play on this move, claiming at the time a black win, a sound draw was later discovered, the play we unfortunately do not possess, and in the subjoined play we are probably repeating the play of others before us.
- D. 16-12, 19-23, 12-3, 5-9. B. W.
- E. This seems to lose, the following draws.

30	26	27	23	22	18	17	10	21	17	26	22	22	17	9	6
7	10	11	16	19	24	6	24	24	27	27	31	27	24	16	19
16	7	25	22	28	19	13	6	31	24	17	13	13	9	23	16
2	11	8	12	10	14	1	10	20	27	31	27	24	20	20	11

Drawn.

- F. White can draw after this move. See diagram for correct play to win.
- G. Hynd's second mistake, the man cannot be followed with 5-9 as black can play 11-16, 9-18, 20-24, B. W. 1-6, however, would have drawn as white could follow with 6-10, forcing an exchange, gaining the move.

BLACK.



WHITE.

Black to play and win.

13 17 7 3 27 31 8 3 18 23 20 16 23 18 24 15
 27 23 26 23 7 11 18 15 20 16 31 27 8 11 18 11
 17 22 3 7 31 27 3 8 15 18 16 20 14 10 28 24
 23 16 23 19 11 16 6 9 16 20 23 18 20 24 23 18
 22 31 16 12 27 23 8 12 23 26 20 16 10 15 24 20
 14 10 20 24 16 20 9 14 20 16 27 23 11 8 18 15
 25 22 7 10 1 6 12 8 18 23 16 20 19 23 12 16
 10 7 24 27 12 8 14 18 16 20 18 14 8 12 11 7
 31 26 10 7 23 18 8 12 26 31 12 8 15 19 B. W.

Much more play could be given on this ending, the general idea is to make four kings, this we think can be done with careful play.

GAME No. 72. PAISLEY, 12-16, 22-17.

Black, Hynd; White, Barker.

12 16 25 22 5 14 28 19 d-6 22 28 19 10 17 27 23
 22 17 16 20 b-29 25 8 11 26 17 5 9 21 14 6 10
 8 12 a-22 18 11 15 c-22 18 11 15 17 14 2 6 14 7
 24 19 9 14 25 22 1 5 32 28 9 18 e-30 25 3 10
 4 8 18 9 15 24 18 9 15 24 23 14 7 11 Drawn.

- A. Now the same as game No. 33, Halliwell and Grover.
 B. Varies from game No. 33. See note B. of game 33.
 C. 19-16 leads to some interesting play. Freedman played it in his match with R. Jordan for the championship with a drawn result. 17-13 would make the positions identical. Mr. Dunne played it against R. Jordan in February 1903, with a drawn result.
 D. Wyllie against Bryden jumped 5-14, play continued 19-15, 11-18, 23-19, 18-23, etc., drawn. Mr. Dunne points out, instead of 18-23, play 12-16, 19-12, 18-22, and black has a strong game.
 E. The position again has become the same as game No. 33 Halliwell and Grover, at the 34th, move and finished the same.

BOARD No. 9. HALLIWELL AND HEFFNER.

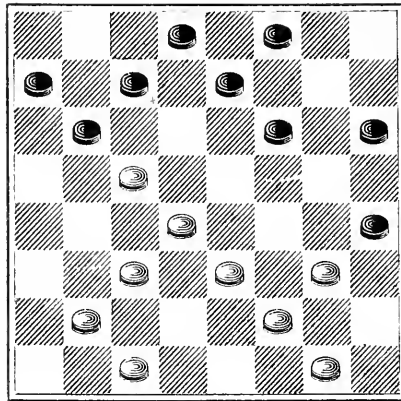
GAME No. 73. PAISLEY, 11-16, 24-19.

Afternoon Session. Black, Halliwell; White, Heffner.

11	16	12	16	3	10	14	17	16	19	27	31	17	14	9	13
24	19	28	24	24	19	19	15	8	3	12	16	8	12	6	10
8	11	8	12	9	14	17	22	19	23	22	17	2	6	13	17
a-22	18	31	27	18	9	15	11	15	11	10	7	12	16	24	27
4	8	6	9	5	14	22	26	31	26	31	26	14	18	31	24
b-18	14	25	22	22	18	23	19	18	14	7	3	11	7	20	27
9	18	16	20	11	16	16	23	26	22	17	21	6	9	17	22
23	14	29	25	18	9	18	15	14	10	16	20	16	20	10	14
16	23	1	6	6	13	12	16	20	24	21	17	13	17		
27	18	26	23	25	22	27	18	3	8	20	24	7	2		
10-17	c-7	10	10	14		26	31	24	27	26	31	17	21		
21	14	14	7	22	18	11	8	8	12	3	8	2	6	W.	W.

- A. Now the same as game No. 33, Halliwell and Grover.
 B. Varies from that game.
 C. While in all probabilities a draw can be established after this move; still it leads to a very hard end game. The diagram shows the position with a line of play which does not leave much room for doubt.

BLACK.



WHITE.

Black to play.

6 10 22 6 9 14 25 21 7 10 18 9 10 14
 30 26 2 9 18 9 3 8 22 18 8 11 Drawn.
 10 17 24 19 5 14 26 22 11 16 32 28 Published play.

GAME No. 74. PAISLEY, 11-16, 24-19.

Black, Heffner; White, Halliwell.

11 16 *b*-6 24 1 6 20 24 18 22 22 18 32 28 16 19
 24 19 28 19 30 26 26 23 27 20 7 2 1 5 21 17
 8 11 7 10 4 8 16 19 22 25 19 24 28 24 25 21
 22 18 *c*-18 14 25 22 23 16 20 16 2 9 5 9 17 14
a-10 14 10 17 8 11 12 19 25 29 5 14 24 19 21 17
 26 22 21 14 29 25 *d*-18 15 16 11 13 9 31 26 14 10
 16 20 9 18 3 7 7 10 29 25 24 28 19 16
 22 17 23 14 25 21 14 7 11 7 9 5 26 22
 11 16 16 23 11 16 2 18 25 22 28 32 18 25
 17 10 27 18 22 17 32 27 17 13 5 1 9 18 Drawn.

A. Varies from the previous game.

B. Barker, in his match for the championship with R. Jordan, jumped 6-22. Lee's Guide gave the 6-24 jump as a loser.

C. Lee's Guide gives 25-22 to win, but we believe this has since been corrected.

D. Weakens the white game, and gives a hard ending, 17-13 draws easy thus: 7-11, 32-27, 24-28, 27-24, 19-23, etc., drawn.

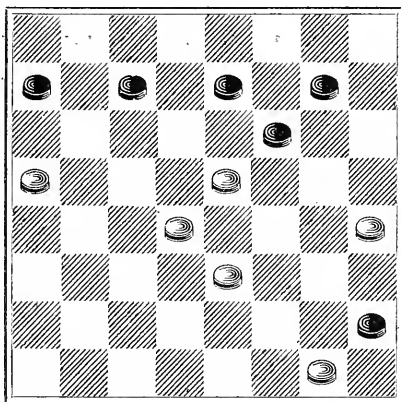
GAME No. 75. BRISTOL, 11-16, 24-20.

Evening Session. Black, Halliwell; White, Heffner.

11. 16	22 18	10 15	29 25	15 24	21 14	1 5	24 15
24 20	9 14	22 17	4 8	27 23	10 17	27 24	3 7
16 19	18 9	6 10	25 22	24 28	23 19	7 11	26 22
23 16	5 14	17 13	b-19 24	22 18	2 6	19 16	17 26
12 19	25 22	a-8 12	28 19	14 17	31 27	12 19	30 23

And we have the diagrammed position, showing a very neat finish.

BLACK.



WHITE.

Black to play and white wins.

6 9	7 10	10 14	11 18	5 14	16 12	8 11	12 8
13 6	23 19	18 9	20 16				W. W.

A. Better than 8-11 as played by Denvir against Ferrie in game 15.

B. There seems to be no hope for black after this.

GAME No. 76. BRISTOL, 11-16, 24-20.

Black, Heffner; White, Halliwell.

11	16	25	22	3	8	22	18	a-5	14	12	8	19	23	5	9
24	20	8	11	23	16	1	5	25	22	32	28	6	9	31	27
16	19	27	23	8	12	18	9	7	10	8	3	14	18	9	5
23	16	4	8	31	27	6	13	b-22	18	28	24	d-9	14	23	18
12	19	23	16	12	19	29	25	14	23	3	7	18	22	5	9
22	18	8	12	27	23	2	7	28	24	10	14	e-14	9	27	23
9	14	32	27	11	16	23	18	19	28	7	2	22	26	9	5
18	9	12	19	20	11	10	14	26	12	24	19	9	5	18	14
5	14	27	23	7	16	18	9	28	32	c-2	6	26	31	B. W.	

- A. Played to here the same as game 16, Ferrie and Denvir.
 B. The simple way to draw here is 26-23, 19-26, 30-23, 10-15, 28-24, 16-20, 24-19, 15-24, 22-18, Drawn.
 C. White can safely play 30-26.
 D. Loses, 9-5 would still have drawn.
 E. Halliwell evidently made 9-14 at D, thinking he could play 14-17 here, he saw his mistake too late, it loses thus:

14	17	17	22	22	25	25	29	29	25	25	29	30	26	26	23
22	26	26	31	23	18	18	14	13	17	31	27	27	31	17	22
														B. W.	

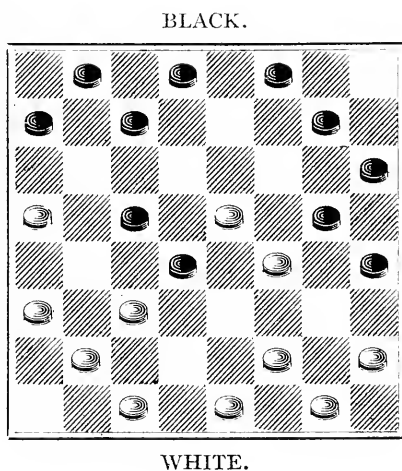
BOARD No. 10. MORRALL AND SCHAEFER.

GAME No. 77. KELSO, 10-14, 23-19.

Afternoon Session. Black, Schaefer; White, Morrall.

10	14	21	17	11	16	29	25	16	23	24	19	6	15	27	4
23	19	8	11	19	15	7	11	17	10	7	14	13	6	25	29
a-14	18	17	13	16	20	26	22	5	9	f-19	16	1	10		
22	15	b-9	14	d-24	19	11	16	28	24	12	19	25	22		
11	18	c-25	21	4	8	e-22	17	2	7	15	10	18	25	B. W.	

- A. From the Kelso the moves are brought up in this order, 10-15, 23-19, 15-18. Until the Barker-Jordan match, all the published play on this line arose from the Kelso, one of the earlier writers in publishing play on it, named it the Volunteer, but apart from his own, very little if any play appeared on it, until within the past few years. It is certainly an inferior move for black to make whether arising from the Denny or Kelso.
- B. Jordan in his match with Barker played 4-8.
- C. In the team match, Massachusetts vs. New York, Reynolds against Heffner played 26-23.
- D. The pieces on both sides set exactly alike, a feature that occurs in contested play more frequently from the Kelso than any other opening.
- E. Mr. Morrall duplicates his opponents moves once too often, as this move loses, it is no discredit, however, the move being the most natural, and probably neither player realized there was any material advantage one way or the other, the draw play is very interesting and is given with diagram.
- F. Morrall makes this pretty stroke, and then after a short survey resigns.



White to play and draw.

15	10	21	14	15	8	32	27	7	3	28	24	31	26	11	20
g-16	23	12	16	6	29	2	6	1-10	14	6	10	18	23	27	31
22	15	27	18	14	10	10	7	3	7	7	11	27	18	26	22
h-14	17	8	11	3	12	6	10	1	6	14	18	20	27	Drawn.	

G. 6-24, *22-15, and white draws quite handily.

H. A peculiar feature and one that rarely occurs in the same game, in fact a curiosity in a way is, that if black now plays 14-18, whites have the identical winning position that Dr. Schaefer had with the black pieces at the 22nd move, but the probabilities of black dropping into the loser are not very great, as they can also draw by 5-9, thus:

27	18	2	7	30	26	7	11	22	15	18	23	25	22	12	19
14	23	26	19	3	7	32	27	14	18	27	18	27	31	15	10
31	26	7	14	26	22	11	18	28	24	20	27	19	16	Drawn.	

VARIATION 1.

10	15	20	27	16	20	31	27	9	13	32	27	19	23	20	27
3	7	31	15	11	15	7	3	10	14	11	15	16	19	18	22
15	19	14	18	23	27	1	6	12	16	27	32	23	27		
13	9	15	10	15	18	3	7	18	15	15	11	19	24		
5	14	18	23	2-27	31	6	9	27	32	16	19	27	31		
27	24	7	11	10	7	7	10	15	11	11	16	14	18	Drawn.	

VARIATION 2.

1	5	9	13	31	27	23	19	20	24	23	19	24	20	24	20
10	7	18	22	8	11	8	11	28	19	30	26	23	19	15	11
5	9	27	31	27	23	19	16	16	23	19	24	20	24		
7	3	3	8	11	8	11	8	8	11	26	23	11	15	Drawn.	

GAME No. 78. KELSO, 10-14, 23-19.

Black, Morrall; White, Schaefer.

10	14	a-26	22	8	11	31	26	9	13	d-26	23	18	25	13	6
23	19	7	11	17	14	11	16	32	27	19	26	29	22	1	17
14	18	22	15	b-3	7	24	20	c-7	10	30	14	13	17	20	16
22	15	11	18	19	15	16	19	14	7	11	18	22	13		
11	18	21	17	4	8	27	24	2	11	25	22	6	9	Drawn.	

- A. Varies from previous game, and is also a very good line.
 B. Looks very weak, but it is not easy to see how white can better their play.
 C. Well played, and seems to be all that's left. It takes the sting out of the white attack.
 D. Black's chances of going wrong would probably have been greater by the following:

25 22 11 25 24 6 8 11 28 24 5 9 17 14
 18 25 30 21 1 10 26 22 10 15 23 18 19 28
 29 22 6 10 27 23 12 16 21 17 16 19 14 5 Drawn.

GAME No. 79. DUNDEE, 12-16, 22-17.

Evening Session. Black, Schaefer; White, Morrall.

12 16 8 11 12 19 *b*-15 19 20 27 27 31 *c*-23 19 26 22
 22 17 25 22 *a*-23 16 16 11 18 15 24 20 17 14 8 11
 16 20 11 15 15 19 7 16 2 7 31 27 18 23 22 18
 17 13 19 16 25 22 32 28 28 24 22 17 20 16 14 10
 11 15 4 8 10 15 19 23 9 14 14 18 23 26 6 15
 24 19 29 25 27 23 26 12 17 10 11 8 30 23 21 17
 15 24 8 12 19 24 24 27 7 14 27 23 19 26 3 7
 28 19 22 17 23 18 31 24 15 11 8 4 4 8 Drawn.
 An original and very interesting game.

- A. The position can also be brought up as follows:

11 16 8 11 11 15 16 20 4 8 15 24 8 11 12 19
 22 17 25 22 17 13 29 25 24 19 28 19 19 16 23 16
 Then 11-15, 22-17 and we have the same position as at A.

- B. Best, though 7-11 looks promising, and leads to some very critical and interesting play.

7 11 2 11 3 7 24 28 28 32 9 18 32 23
 16 7 30 25 *d*-32 27 26 23 18 14 23 14 14 9 Drawn.

C. 18-22 looks stronger.

D. Some months after the close of the match, the position at B arose in a game played at Chicago, and continued to here, when Hefter played 26-23, the position became the subject of much interest and discussion, the final conclusion reached being a black win. An extract of this play runs thus:

26-23, 24-27, 31-24, 20-27, 18-14, 9-18, 23-14, 5-9, 14-5, 27-31. White, though a man up, cannot retain it, and black wins.

GAME NO. 80. MILLBURY DYKE, 12-16, 22-17.

Black, Morrall; White, Schaefer.

12	16	c-26	23	8	11	27	23	8	11	22	18	2	6	15	19
22	17	d-6	10	28	24	18	27	12	8	14	23	12	8	9	13
a-8	12	25	21	1	6	32	16	11	15	26	19	14	17	10	6
b-17	14	10	17	31	26	6	9	8	3	27	31	8	3	17	22
10	17	21	14	11	16	14	10	15	19	11	15	6	9	6	9
21	14	16	19	24	20	7	14	3	8	31	27	3	7	14	17
9	18	24	15	16	19	25	22	19	24	19	16	9	14	9	14
23	14	11	18	23	16	e-3	8	8	11	9	14	7	10	17	21
4	8	29	25	12	19	16	12	24	27	16	12	5	9	14	18

W. W.

A. Also brought up thus: 11-16, 22-17, 8-12.

B. Same as game 54, Ferrie and Hill, at 4th move.

C. Varies from Mr. Hill and keeps it out of the Paisley. The position arises more frequently from the following order of moves: 11-16, 22-18, 8-11, 18-14, 10-17, 21-14, 9-18, 23-14, 4-8, 26-23. The opening moves, 11-16, 22-18, are classified by many as Millbury, this title originated with E. A. Durgin in honor of the late R. E. Bowen of that town.

D. In the Stewart-Jordan and Barker-Jordan matches, 16-19 is taken.

E. A draw after this is very doubtful. Mr. Denvir offers the following to draw.

9	13	14	17	5	9	9	14	2	7	14	23	8	4
16	11	20	16	16	12	11	8	f-22	18	26	19	7	11

Drawn

F. 8-4, 14-18, 22-15, 7-11, 15-8, 17-22, B. W.

America 6; Great Britain 5; Drawn 29.

THIRD DAY'S PLAY.

BOARD No. 1. STEWART AND DEARBORN.

GAME No. 81. PAISLEY, 12-16, 22-18.

Afternoon Session. Black, Dearborn; White, Stewart.

12	16	30	25	8	11	29	25	15	24	5	1	7	11	32	28
22	18	b-9	14	22	18	15	24	23	19	6	10	2	6		
8	12	18	9	1	5	28	19	16	23	13	9	11	16		
25	22	5	14	18	9	7	11	27	9	10	15	6	10		
16	20	26	22	d-5	14	17	13	10	15	1	6	16	19		
22	17	11	16	25	22	11	15	9	5	2	7	9	6		
a-4	8	c-24	19	11	15	22	17	15	18	6	2	18	23	W.	W.

A. Now the same as game 53. Hill and Ferrie.

B. Hill played 11-16. Without a previous knowledge of the play, we believe that nine out of ten players would consider the move taken by Dearborn very strong, nevertheless a draw after it is very doubtful.

C. Now into the Paisley, and originally brought up as follows:

11	16	8	11	4	8	16	20	11	16	9	14	5	14
24	19	22	18	25	22	30	25	22	17	18	9	26	22

Play on this line showing the dangerous nature of the black game was published more than 20 years ago. It was the odd way that Stewart brought it about that probably set Dearborn adrift.

D. 6-22, 25-18, 10-14, 18-9, 5-14, 29-25, 7-10, 25-22, 11-15, 23-18 and black can win.

GAME No. 82. BRISTOL, 12-16, 22-18.

Black, Stewart; White, Dearborn.

12	16	27	23	11	16	18	15	5	14	18	14	11	16	28	19
22	18	4	8	20	11	9	13	25	22	3	8	3	7	16	30
8	12	23	16	7	16	15	6	10	15	14	10	15	18		
24	20	8	12	a-25	22	1	10	21	17	8	12	22	15		
16	19	32	27	10	14	22	18	14	21	10	7	21	25		
23	16	12	19	29	25	2	7	23	18	16	20	30	21		
12	19	27	23	6	10	18	9	7	11	7	3	19	24	Drawn.	

A. Varies from game No. 1, Horr and Stewart. From here to the end nothing new has developed, and can be found in the books.

GAME No. 83. AYRSHIRE LASSIE, 10-14, 24-20.

Evening Session. Black, Dearborn; White, Stewart.

10	14	8	11	10	17	7	21	15	24	10	15	14	18	19	24
24	20	23	19	23	14	25	22	28	19	19	10	22	17	15	18
11	15	15	18	9	18	18	25	3	7	6	15	18	23	27	31
22	17	26	23	31	26	29	22	23	18	13	6	2	7	17	14
7	10	a-4	8	17	22	8	11	7	10	1	10	23	27	24	28
17	13	32	28	26	17	27	23	18	15	11	7	7	10		
2	7	14	17	11	15	11	15	5	9	10	14	15	19		
28	24	21	14	19	10	24	19	15	11	7	2	10	15	Drawn.	

A. Now Ayrshire Lassie brought up as follows:

11	15	8	11	4	8	9	14	15	18	6	9	17	13	2	6
24	20	28	24	23	19	22	17	26	23						

GAME No. 84. DENNY, 10-14, 24-20.

Black, Stewart; White, Dearborn.

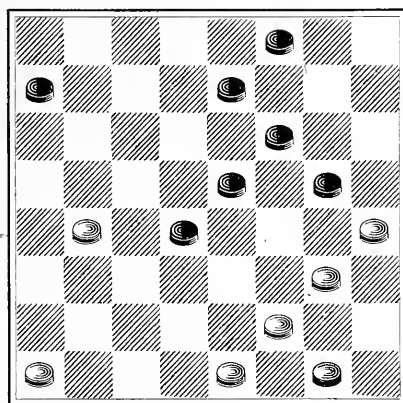
10 14 21 17 4 8 b-31 26 16 23 20 16 24 27 6 2
 24 20 a-15 18 26 23 18 22 27 9 11 20 6 1 23 26
 11 15 23 14 8 11 26 23 15 18 2 11 27 31 2 7
 22 18 9 18 23 14 22 26 9 6 31 26 32 28 12 16
 15 22 17 13 6 9 17 13 18 22 19 15 31 27 7 11
 26 10 11 15 15 6 26 30 6 2 26 23 11 15 16 20
 6 15 30 26 2 18 13 9 22 26 15 10 3 8 11 16
 28 24 1 6 21 17 5 14 24 19 20 24 1 6 27 23
 8 11 25 21 12 16 23 19 26 31 10 6 8 12 B. Won.

A foot-note in the copy book, evidently placed there by Dearborn, reads, after about 3 hours more play, Stewart wins. Of course the position as it stands is a draw, Mr. Dearborn stating that he got so tired out he was unable to do himself justice.

A. Varies from game No. 17, Barker and Searight.

B. Unnecessary to draw, and looks like borrowing trouble. See diagram.

BLACK.



WHITE.

White to play.

17 14 14 7 31 26 26 23 23 19 27 9 32 28
 c-7 10 3 10 10 14 18 22 16 23 5 14 Drawn.

C.

d-18 23 27 28 15 22 32 28 7 10 14 7 3 10 31 27
Drawn.

D.

16 19 29 25 18 22 13 9 26 22 6 10 18 23 32 23
31 26 8 12 25 18 26 31 2 6 14 18 8 15 26 10
19 28 26 22 15 22 9 6 22 17 10 3 22 26 24 19
27 24 12 16 17 13 31 26 e-14 9 17 22 20 11
3 8 22 17 22 26 6 2 5 14 3 8 23 27 Drawn.

E. 6-10 also draws.

BOARD No. 2. BUCHANAN AND HEFFNER.

GAME No. 85. KELSO CROSS, 12-16, 23-38.

Afternoon Session. Black, Heffner; White, Buchanan.

12 16 16 19 7 16 5 9 a-2 6 6 10 16 23 22 26
23 18 24 20 18 11 13 6 29 25 14 7 28 24 19 16
10 15 6 9 9 27 1 19 4 8 3 10 15 18 12 19
21 17 27 23 31 15 25 22 25 22 22 17 24 19 32 27
9 13 11 16 13 17 8 15 8 12 19 23 18 22
17 14 20 11 22 13 22 17 17 14 26 19 17 13 Drawn.

A. Varies from game 19, Barker and Searight. There is very little choice in the positions after A.

GAME No. 86. KELSO, CROSS, 12-16, 23-18.

Black, Buchanan; White, Heffner.

12 16 16 19 12 19 13 17 7 10 6 15 2 9 11 16
23 18 17 14 32 27 22 13 31 26 28 24 13 6 20 11
10 15 6 9 3 8 15 22 10 19 19 28 32 27 8 15
21 17 27 23 27 24 26 17 17 14 26 10 6 2
9 13 a-8 12 1 6 9 18 18 23 28 32 27 23
24 20 23 16 25 21 24 15 14 10 10 6 2 6 Drawn.

A. Varies from game 85, and is also a very good line.

GAME No. 87. SECOND DOUBLE CORNER, 11-15, 24-19

Evening Session. Black, Heffner; White, Buchanan.

11 15	11 16	7 10	5 14	3 7	12 19	17 22	22 31
24 19	25 22	29 25	22 18	22 18	23 16	26 17	14 9
15 24	10 14	4 8	1 5	14 17	8 12	13 22	31 24
28 19	27 24	32 28	18 9	21 14	18 14	15 10	a-28 3
8 11	16 20	9 13	5 14	10 17	12 19	6 15	
22 18	31 27	18 9	25 22	19 16	24 15	30 26	Drawn.

- A. Played the same as in the match for the championship of America, Barker and Heffner.

GAME No. 88. SECOND DOUBLE CORNER, 11-15, 24-19.

Black, Buchanan; White, Heffner.

11 15	11 16	8 11	14 17	3 8	31 24	11 16	27 31
24 19	25 22	26 22	21 14	12 3	28 19	18 14	25 22
15 24	a-16 20	9 14	10 17	17 21	20 24	16 20	31 27
28 19	22 17	18 9	b-31 26	3 10	23 18	14 9	22 17
8 11	4 8	5 14	12 16	6 31	24 27	2 7	7 10
22 18	17 13	22 18	19 12	32 28	19 15	29 25	Drawn.

- A. Varies from game 87.
 B. This allows black the trap, that white can do better is very questionable, and black's best play appears to be to take it. Referring to "MSS." we find the play is not new.

BOARD No. 3. R. JORDAN AND REYNOLDS.

GAME No. 89. AYRSHIRE LASSIE, 11-15, 24-20.

Afternoon Session. Black, R. Jordan; White, Reynolds.

11 15	28 24	6 9	26 23	3 8	23 7	c-10 14	21 14
24 20	9 13	23 18	7 10	b-20 16	14 30	3 12	30 21
8 11	32 28	10 14	a-30 26	12 19	7 3	14 17	14 10

Then 21-25, and B. W.

- A. Loses, 24-19 is the regulation play.
- B. Those who were watching the play say Reynolds made this move with a confidence that gave them the impression he had just what he wanted.
- C. The move that fooled Reynolds.

GAME No. 90. AYRSHIRE LASSIE, 11-15, 24-20.

Black, Reynolds; White, R. Jordan.

11	15	<i>a</i> -22	18	6	9	18	9	<i>b</i> -11	15	23	19	10	17	31	27
24	20	15	22	30	26	5	14	29	25	14	18	19	3	22	25
8	11	25	18	1	6	22	17	<i>c</i> -8	11	17	14	17	22	19	16
28	24	3	8	32	28	13	22	25	22	18	25	23	19	12	19
9	13	26	22	9	14	26	17	4	8	27	23	25	30	3	12

W. W.

- A. Varies from game 89.
- B. 11-16 is best here.
- C. Loses, the following draws:

7	11	6	9	2	7	14	18	10	26	15	19	24	15	11	25
<i>d</i> -25	22	17	13	13	6	23	14	31	22						Drawn.

D.

23	19	<i>e</i> -19	15	24	15	15	6	17	10	27	18	20	11	8	29
15	18	10	19	6	10	2	9	18	23	11	16				Drawn.

E.

19	16	12	19	24	15	10	19	17	1	18	23	27	18	11	16
															Drawn.

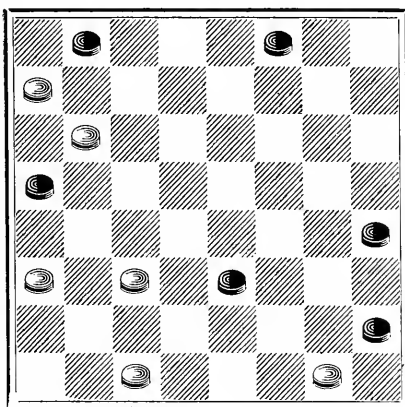
GAME NO. 91. DUNDEE, 12-16, 21-17.

Evening Session. Black, R. Jordan; White, Reynolds.

12 16	17 14	12 19	20 11	12 16	9 6	32 27	7 2
21 17	16 19	22 18	7 23	25 22	23 27	19 16	16 11
9 13	14 5	6 9	14 10	16 20	32 23	27 23	2 6
24 20	19 28	25 21	9 14	a-21 17	31 26	16 12	22 18
5 9	18 14	19 23	18 9	20 24	23 19	17 22	6 9
28 24	4 8	31 26	2 7	17 14	26 17	6 2	11 7
8 12	26 23	8 12	27 18	24 27	6 2	23 19	
23 18	15 19	26 19	7 23	14 10	28 32	2 7	
10 15	23 16	11 16	29 25	27 31	2 7	19 16	B. W

A. Looks like the loser. See diagram.

BLACK.



WHITE.

White to play and draw.

9 6	10 15	6 2	11 16	11 15	20 27
1 10	1 6	7 11	7 11	23 26	30 23
5 1	3 7	2 7	15 19	15 24	Drawn.

GAME No. 92. DUNDEE, 12-16, 21-17.

Black, Reynolds; White, R. Jordan.

12 16 10 17 20 27 10 14 *d*-22 25 22 25 22 26 25 21
 21 17 29 25 31 24 1 5 11 8 20 16 8 4 23 27
 16 20 17 21 21 25 17 21 *e*-25 29 26 22 26 23 21 25
 17 13 22 17 30 21 5 9 8 3 16 11 4 8 24 20
 11 15 4 8 1 5 14 17 29 25 25 21 21 25 31 24
 24 19 16 12 17 14 9 14 3 8 15 10 10 15 20 27
 15 24 8 11 10 17 18 22 25 29 22 17 25 30 25 21
 28 19 25 22 21 14 12 8 8 11 14 9 8 12 27 31
 8 11 15 19 6 10 22 26 29 25 *g*-17 13 23 26 21 25
 22 18 17 14 14 7 8 3 11 15 10 6 12 16 31 26
 9 14 11 15 5 14 26 31 25 29 30 25 26 31 25 21
 18 9 14 9 23 19 19 15 *j*-15 19 24 19 16 19 26 30
 5 14 7 10 3 10 17 22 29 25 25 22 30 26 13 17
 25 22 22 17 *a*-13 9 15 11 24 20 19 15 15 18 9 13
 11 15 19 24 *b*-15 18 21 25 25 22 22 17 26 30 2 9
 19 16 26 23 9 5 3 7 19 24 15 10 19 24 13 22
 14 18 24 28 *c*-14 17 25 30 31 26 17 22 30 25 9 13
 23 14 27 24 5 1 7 10 10 15 11 8 18 23 30 26

W. W.

A. To here the game has been finely played by both players, and continued to the end in masterly style by Jordan, aided of course by a number of poor moves of his opponent, who seemed for a time to utterly fail to realize the danger of his position.

B. An easy game here would run:

14 18 18 23 15 18 10 19 23 26 18 23 26 31 23 26
 12 8 8 3 19 15 24 15 3 8 15 10 9 5 Drawn.

C. 18-23, 19-15, 10-19, 24-15, 14-18 draws easily.

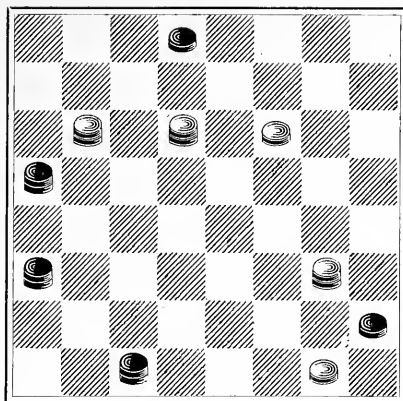
D. 30-26, 11-7, 2-11, 10-15, 11-18, 14-30, 22-26, 30-23, 31-27.
 Drawn.

E. Again 30-26 is the proper move. From here for quite a number of moves Reynold's play looks senseless.

F. The beginning of a strong grip.

G. No hope for black after this. The diagram illustrates the finale of one of the finest pieces of checker strategy during the match.

BLACK.



WHITE.

White to play and win.

BOARD No. 4. FERRIE AND GROVER.

GAME No. 93. DENNY, 10-14, 24-19.

Afternoon Session. Black, Ferrie; White, Grover.

10 14	a-7	11	8 11	10 15	13 22	31 26	3 10	10 14
24 19	25 22	26 23	19 10	31 27	18 14	9 6	32 28	
6 10	11 15	9 13	6 15	22 26	26 22	16 19	15 19	
22 18	29 25	22 18	22 17	23 18	17 13	6 2		
11 15	15 24	b-5	9 15	22 14	23 12	16 19	23	
18 11	27 20	25 22	17 10	27 18	14 9	2 6		
8 24	4 8	2 6	9 14	26 31	22 18	18 15		
28 19	23 19	c-30	26 26	17 21	17 10	7 6	2	B. W.

- A. Very odd and not choice looking, but the move was probably no stranger to Ferrie.
- B. Most likely this idea of a combination came unexpectedly on the American.
- C. Very bad, such poor play on Grover's part is hard to account for, 31-27 draws easily.

GAME No. 94. DENNY, 10-14, 24-19.

Black, Grover; White, Ferrie.

10	14	28	24	11	15	23	18	8	15	31	26	4	8	15	6
24	19	13	22	25	22	14	23	17	14	3	7	19	15	2	18
6	10	25	9	b-7	11	27	11	10	17	32	27	18	22		
a-22	17	5	14	22	17	16	23	21	14	1	6	26	17		
9	13	29	25	11	16	26	19	15	18	24	20	6	10	Drawn.	

- A. Varies from game 93, and is stronger.
 B. The game is evenly contested from here out.

GAME No. 95. KELSO EXCHANGE, 10-15, 22-18.

Evening Session. Black, Ferrie; White, Grover.

10	15	29	25	4	8	32	27	2	6	23	19	7	10	27	23
a-22	18	11	15	23	18	6	10	30	25	15	24	d-18	14	11	15
15	22	18	11	8	11	24	19	10	15	27	20	9	18	20	16
25	18	8	15	27	23	15	24	19	10	b-3	8	22	6	12	19
9	13	25	22	5	9	28	19	6	15	c-31	27	1	10	Drawn.	

- A. The first move of course, forms Kelso, but when this reply is made it is commonly classed Kelso Exchange.
 B. It certainly looks as if white should win, but we failed to find any.
 C. If 26-23, *7-10, 23-19, *9-14, 18-9, 11-15 and black draws.
 D. Grover fails to make the most of a strong position. 26-23 would have been much better, and kept Ferrie on the anxious seat.

26	23	6	10	15	6	32	28	15	10	16	19	11	15	26	31
1-10	14	20	16	24	27	19	15	8	11	23	16	20	24	6	10
27	24	11	20	6	2	28	24	3	8	12	19	6	1	31	26
1	6	18	15	27	32	7	3	11	16	10	6	23	26	10	17
24	19	20	24	2	7	24	20	8	11	19	23	1	6	24	28

And black draws.

VARIATION 1.

2-12 16 27 24 13 17 14 5 10 14 6 9 17 21 18 15
 21 17 1 6 22 13 6 10 1 6 14 17 23 18 11 18
 10 15 17 14 15 29 5 1 29 25 9 14 8 12 14 23
 W. W.

VARIATION 2.

e-1 5 9 14 5 14 27 24 11 15 20 16 14 18 16 11
 23 19 18 9 W. W.

E. 10-15, 27-24, *f*-12-16, 21-17, W. W. Same as Variation. 1, at 4th move.

F. 1-5, 23-19, W. W.

GAME NO. 96. KELSO EXCHANGE, 10-15, 22-18.

Black, Grover; White, Ferrie.

10 15 18 11 8 11 23 16 13 22 23 18 15 22 6 2
 22 18 8 15 27 24 6 9 26 17 13 17 21 14 26 22
 15 22 25 22 6 10 *b*-32 27 19 26 31 26 1-22 26 2 6
 25 18 4 8 24 20 10 15 30 23 *d*-6 10 23 19 22 17
 9 13 *a*-24 19 2 6 *c*-27 23 9 13 26 23 26 31 14 10
 29 25 15 24 19 16 15 19 17 14 10 15 9 6
 11 15 28 19 12 19 22 17 1 6 14 9 31 26 Drawn.

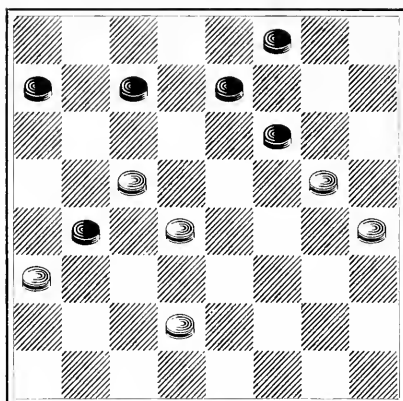
A. Varies from game 95, and is also a good line.

B. 31-27 looks much better.

C. 16-12, 15-19, 26-23, 19-26, 30-23, 11-15, and black can win.

D. Black should win here. See diagram.

BLACK.



WHITE.

Black to play and win.

6 9 22 26 30 26 9 18 22 18 10 14 26 31 27 24
 26 23 16 12 15 8 8 4 15 11 7 2 8 11 8 11
 17 22 26 30 26 22 18 23 7 10 23 26 31 27 24 19
 23 19 e-19 15 18 15 20 16 11 7 4 8 11 8 B. W.

E. The sacrifice of the piece on 12 is best here, and makes the win for black very delicate thus:

12 8 f-30 25 21 17 13 22 8 15 22 26 15 11 11 7
 3 12 15 8 9 13 g-3 8 21 17 18 15 30 26 26 22
 19 15 *7 11 8 3 25 21 h-15 10 26 30 11 7 7 2

Then 22-18 B. W.

F. 30-26, and white can draw.

G. 14-10, 25-21, 10-7, 21-17, 7-2, 5-9, B. W.

H. 14-10, 5-9, B. W.

VARIATION I.

Subscribers are indebted to Mr. J. G. Carruthers of London, for the following improvement on Mr. Grover's play. It is much stronger and makes the position critical for the second player; it forces the white pieces throughout the entire ending as follows:

11 15 22 26 26 31 7 11 31 27 27 18 18 14
 *16 12 *9 6 *6 2 *14 10 *2 7 7 16 *10 6 Drawn.

BOARD No. 5. SEARIGHT AND HEAD.

GAME No. 97. DENNY, 10-14, 24-19.

Afternoon Session. Black, Searight; White, Head.

10 14	13 22	a-8 11	11 16	6 10	31 24	2 9	11 15
24 19	25 9	22 17	22 18	30 23	20 11	3 7	6 13
6 10	5 14	3 8	15 22	c-10 14	8 15	4 8	15 18
22 17	29 25	26 22	19 15	31 26	28 10	7 2	13 9
9 13	11 15	1 6	10 26	22 31	d-12 16	8 11	
28 24	25 22	32 28	b-17 3	24 20	10 6	2 6	Drawn

- A. Varies from game 94, Grover and Ferrie.
 B. 17-1 is the best capture. At the close of this day's play, the 17-1 was well dissected by the British team, and the black draw, if any, was found so narrow that the game was considered by them untenable, Heffner fell into this dragnet when playing Searight on the eighth day.
 C. In the thirteenth Scottish national tourney, Ferrie with the blacks, slipped here, playing 10-15, and Buchanan scored the win thus: 31-26, 22-31, 24-20, 31-24, 28-10, W. W.
 D. 4-8, 10-7, 2-11, 23-19, Drawn.

GAME No. 98. PAISLEY, 10-14, 24-19.

Black, Head; White, Searight.

10 14	d-7 10	5 14	4 11	10 15	15 19	5 9	15 18
24 19	24 19	29 25	19 16	26 23	30 26	6 2	11 15
a-11 16	9 13	1 5	12 19	6 10	10 15	9 13	
b-28 24	22 17	e-32 28	23 7	22 17	13 9	2 7	
16 20	13 22	f-8 11	2 11	11 16	3 8	8 12	
c-19 15	25 9	15 8	25 22	17 13	9 6	7 11	W. W.

- A. Now into a variation of Paisley.
 B. Very strong.
 C. The proper continuation.

- D. A satisfactory game for black after this is very hard to find.
 In the 1903 Scotch tourney, Bryden against Scott, played 9-13, 24-19, 7-11, 22-18, 3-7, etc., with a drawn result.
- E. The game has run into a losing variation of the Bristol Cross, brought up thus:

11 16 16 20 10 14 7 10 9 13 13 22 5 14 1 5
 23 18 24 19 18 15 22 17 27 23 25 9 29 25 32 27

This way of bringing up the position, black's last move 1-5, is the loser, and 3-7 the move to draw.

- F. 3-7 may be better, 2-7 Mr. Head shows will lose thus:

2 7 8 11 4 11 6 9 10 19 7 14 3 10 9 13
 25 22 15 8 22 17 19 15 17 10 23 7 27 23 26 22
 W. W.

GAME No. 99. KELSO, 10-15, 24-19.

Evening Session. Black, Searight; White, Head.

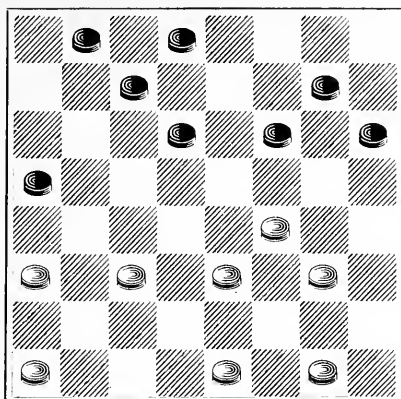
10 15 5 9 14 23 9 13 15 24 2 6 14 18 13 17
 24 19 25 22 26 19 27 24 28 19 ^b-29 25 15 11 7 2
 15 24 7 10 3 10 4 8 8 11 10 14 6 10 17 22
 28 19 19 15 30 26 ^a-24 20 23 18 18 15 11 7
 9 14 10 19 8 11 11 15 6 9 11 18 10 14
 22 18 23 7 26 23 32 28 31 27 22 15 27 24 B. W.

- A. A draw after this is very doubtful.
 B. A better way here would run as follows:

27 23 6 15 29 25 19 26 18 15 26 30 15 11 19 24
 10 15 21 17 15 19 14 5 11 18 25 21 26 23 20 16
 19 10 12 16 17 14 16 19 22 15 30 26 11 8 23 18

And black still has a strong pull.
 Following is the diagram at A, with play for the draw.

BLACK.



WHITE.

White to play and draw.

31	27	21	17	25	21	27	23	20	11	18	9	5	1	5	9
11	15	6	9	9	14	11	16	12	16	10	14	26	30	26	19
23	18	29	25	18	9	24	20	22	18	9	5	1	5	9	18
8	11	1	5	5	14	15	24	13	22	22	26	30	26	Drawn.	

GAME No. 100. KELSO, 10-15, 24-19.

Black, Head; White, Searight.

10	15	9	14	14	23	3	10	9	14	5	9	12	19	14	18
24	19	25	22	17	14	31	27	18	9	24	20	23	16	7	3
15	24	11	15	10	17	2	6	5	14	15	24	15	19	18	25
28	19	27	24	21	14	27	18	26	23	28	19	16	11	29	22
a-6	10	8	11	b-7	10	6	9	1	5	11	15	10	15	9	14
22	17	23	18	14	7	32	28	30	26	19	16	11	7	3	7

Drawn.

A. Varies from game 99.

B. Invariably taken now, it leads to an even and easy game to handle, and has been well pounded by analysts and players.

BOARD No. 6. A. JORDAN AND DR. SCHAEFER.

GAME No. 101. EDINBURGH, 9-13, 22-18.

Afternoon Session. Black, Dr. Schaefer; White, A. Jordan.

9	13	21	14	<i>e</i> -11	15	28	24	13	17	25	22	3	8	27	18
<i>a</i> -22	18	<i>d</i> -8	12	19	10	8	11	31	26	17	21	18	15	20	24
<i>b</i> -12	16	23	18	6	22	24	19	1	6	22	17	9	18	26	22
<i>c</i> -18	14	16	20	25	18	11	16	29	25	2	6	23	14	7	11
10	17	24	19	4	8	26	23	6	9	17	13	16	23	22	17

W. W.

- A. Probably no move at so early a stage has received the attention of the experts that this one has in their efforts to establish a satisfactory draw.
- B. We think time will prove 10-15 the best reply here.
- C. A favorite with the London champion.
- D. 16-19, 24-15, 11-18, and white still have a very strong pull, but we would prefer it to 8-12.
- E. No object except to try to make a clearance.

GAME No. 102. EDINBURGH, 9-13, 22-18.

Black, A. Jordan; White, Dr. Schaefer.

9	13	18	11	5	9	24	20	14	17	23	14	22	25	6	2
22	18	16	23	32	27	1	5	21	14	17	22	1	5	25	29
10	15	27	18	4	8	25	22	10	17	14	9	2	6	2	7
25	22	8	15	26	23	9	14	18	15	13	17	5	1	16	19
6	10	18	11	3	7	18	9	11	18	9	5	6	10	7	11
23	19	7	16	29	25	5	14	20	11	17	21	1	6		
11	16	22	18	<i>a</i> -8	11	22	18	7	16	5	1	10	15	W. W.	

- A. It will be hard to find a draw after this move. We believe there is none.

GAME No. 103. KELSO, 10-15, 21-17.

Evening Session. Black, Dr. Schaefer; White, A. Jordan.

10	15	12	19	9	14	3	7	6	13	7	11	4	11	17	22
21	17	22	18	18	9	22	15	24	15	26	22	24	19	25	18
11	16	15	22	11	18	7	10	1	6	11	18	13	17	14	23
17	13	24	15	29	25	<i>b</i> -13	9	28	24	22	15	32	27		
<i>a</i> -16	19	7	11	5	14	10	19	2	7	8	11	6	9		
23	16	25	18	26	22	27	24	31	26	15	8	27	24	Drawn.	

A. Simplifies the play and avoids complications. The strain of the afternoon session probably led the players to seek something easy.

B. This was first taken in one of Mr. Ferrie's matches.

GAME No. 104. KELSO, 10-15, 21-17.

Black, A. Jordan; White, Dr. Schaefer.

10	15	12	19	9	14	3	7	6	9	11	15	12	19	6	9
21	17	22	18	18	9	22	15	13	6	31	26	26	23	24	20
11	16	15	22	11	18	7	10	1	19	4	8	19	26	9	13
17	13	24	15	29	25	<i>a</i> -27	24	32	27	27	23	30	23	20	16
16	19	7	11	5	14	10	19	8	11	8	12	2	6	14	17
23	16	25	18	26	22	24	15	25	22	23	16	28	24	Drawn.	

A. Varies from game 103.

BOARD No. 7. GARDNER AND HILL.

Afternoon Session. Black, Gardner; White, Hill.

GAME No. 105. WILL O'THE WISP, 9-13, 23-19.

9	13	7	11	12	16	13	17	6	29	1	5	10	17	7	10
23	19	19	15	26	22	22	13	27	23	31	27	19	15	15	6
<i>a</i> -11	15	10	19	16	19	19	24	4	11	3	7	11	16	12	16
22	18	24	15	21	17	28	19	23	18	27	23	18	14	6	2
15	22	5	9	9	14	8	12	2	6	6	10	16	19	<i>b</i> -17	22
25	18	29	25	17	10	15	8	18	14	23	18	13	9	etc.	
														Drawn.	

A. Forms Will O'the Wisp.

B. All book.

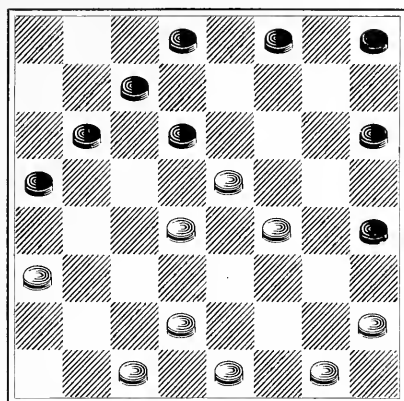
GAME No. 106. WILL O'THE WISP, 9-13, 23-19.

Black, Hill; White, Gardner.

9	13	12	16	8	12	7	11	31	27	2	6	5	1	1	5
23	19	29	25	c-15	11	31	27	24	20	8	3	30	25	14	10
11	15	5	9	3	7	11	15	18	22	23	18	31	26	5	1
22	18	25	22	11	8	27	24	15	11	3	7	25	21	8	3
15	22	16	20	4	11	15	18	27	23	18	14	26	22	15	11
25	18	24	19	d-18	15	e-5	1	21	17	7	2	21	17		
a-10	15	b-6	10	11	18	10	14	22	26	14	9	22	18		
18	11	18	15	28	24	1	17	17	13	2	7	11	8		
7	23	1	6	20	27	13	31	26	31	9	5	18	15		
27	18	22	18	32	5	19	15	f-11	8	7	11	17	14	B. W.	

- A. Varies from game 105, and admits of much neat and tricky play, still it is quite a risk to make this move as white are considerable strongest. It worked very well, however, in this case.
- B. We do not think black's game can be drawn after this move.
- C. The trap that Gardner played for looked innocent enough, but was his undoing.
- D. Gardner might have saved himself some trouble by playing it short, but failing to notice the will-of-the-wisp nature of his trap he completes it.
- E. Some concluded that this was a slip, but that white could have done better is questionable.
- F. 13-9 would have been better, but the ending still looks hard. The diagram shows the very tricky and critical situation at C, with our ideas for a white win.

BLACK.



WHITE.

White to play and win.

26 23 4 8 26 22 8 24 27 24 7 11 19 12 13 17
 g-3 7 30 26 7 10 28 19 20 27 24 20 10 15 22 13
 h-32 27 10 14 15 11 2 7 31 24 12 16 12 8 15 22
 W. W.

G. If 4-8 then 30-26 wins.

H. If 30-26 then 9-14, 18-9, 13-17 allows a draw.

GAME No. 107. PAISLEY, 11-16, 22-18.

Evening Session. Black, Gardner; White, Hill.

11 16 9 18 11 16 6 9 7 10 9 18 6 9 16 19
 22 18 23 14 28 24 24 19 14 7 23 14 14 10 27 23
 8 11 4 8 16 20 1 6 3 10 16 23 9 14 19 26
 18 14 a-24 19 31 27 25 21 18 14 27 18 18 9 30 23
 10 17 16 23 8 11 11 16 b-10 17 12 16 5 14
 21 14 27 18 26 23 29 25 21 14 25 22 32 27 Drawn.

A. Brings it into the Paisley.

B. To here the play can be found in Robertson's Guide, which jumps 9-18.

L. O. F. C.

GAME No. 108. PAISLEY, 11-16, 22-18.

Black, Hill; White, Gardner.

11	16	23	14	16	20	25	21	7	10	18	15	17	22	2	6
22	18	4	8	31	27	11	16	14	7	10	14	7	2	26	19
8	11	24	19	8	11	29	25	3	10	15	11	22	26	6	13
18	14	16	23	26	23	a-6	10	26	22	6	9	19	15	14	23
10	17	27	18	6	9	30	26	9	13	22	18	26	30	27	18
21	14	11	16	24	19	10	17	25	21	13	17	15	10	19	23
9	18	28	24	1	6	21	14	2	6	11	7	30	26	Drawn.	

A. Varies from game 107, and is all book.

BOARD No. 8. HYND AND DENVIR.

GAME No. 109. DOUBLE CORNER BRISTOL, 11-16, 24-19.

Afternoon Session. Black, Denvir; White, Hynd.

11	16	5	14	4	8	2	6	6	24	7	10	d-8	12	10	14
24	19	25	22	22	18	c-22	17	27	20	30	26	27	24	13	6
a-9	14	11	15	8	11	13	22	16	19	1	5	11	15	15	18
22	18	29	25	18	9	26	17	23	16	32	28	20	16	24	15
b-8	11	15	24	6	13	10	14	12	19	3	8	5	9	12	19
18	9	28	19	25	22	17	10	21	17	31	27	17	13	Drawn.	

A. This is also brought up from the double Corner thus: 9-14, 24-19, 11-16.

B. 5-9 would have kept the game in a Double Corner line.

C. There is very little for either side to play for after this. A more preferable line would be 27-24, 16-20, 32-28, 20-27, 31-24, and white has the best game.

D. 5-9 would have cut out the necessity of any fancy play to draw.

GAME No. 110. PAISLEY, 11-16, 24-19.

Black, Hynd; White, Denvir.

11 16 4 8 11 18 2 7 6 9 17 22 18 22 26 31
 24 19 22 17 26 22 22 15 *e*-23 19 2 7 14 10 19 16
 8 11 *c*-9 13 3 7 *d*-7 11 14 18 22 29 22 26 12 19
 22 18 17 10 22 15 30 26 15 10 7 10 10 7 27 24
 10 14 7 14 7 11 11 18 9 14 5 9 29 25 20 27
 25 22 18 9 31 26 26 22 10 7 10 17 7 3 32 16
a-16 20 5 14 11 18 1 5 13 17 9 13 25 22
b-19 15 29 25 26 22 22 15 7 2 17 14 3 7 Drawn.

A. 4-8 or 7-10 are better here.

B. Best, and gives white a strong game.

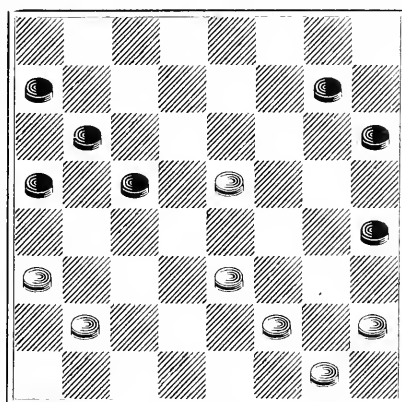
C. Jordan against Wyllie played 7-10, 30-25, 10-19, 17-10, 6-22, 23-7, 3-10, 25-18, 9-14, 18-9, 5-14, 29-25, 10-15, 26-22, and Wyllie won.

D. Black's game appears hopeless, the following also loses.

13 17 7 11 14 23 11 18 6 15 18 25 20 27 25 29
 *28 24 23 18 21 14 14 10 25 22 27 4 32 23 23 19
 W. W.

E. Seems to allow black to just creep through. The win is shown on diagram.

BLACK.



WHITE.

White to play and win.

28 24 15 10 23 14 10 7 7 3 3 7 7 10
 12 16 14 18 9 18 5 9 8 11 11 15 etc., W. W.

GAME NO. 111. BRISTOL CROSS, 10-14, 23-19.

Evening Session. Black, Denvir; White, Hynd.

10	14	24	19	13	22	c-32	27	12	19	22	17	7	11	24	15
23	19	7	10	25	9	d-8	11	23	7	3	7	28	24	10	19
11	16	22	17	5	14	15	8	2	11	26	23	11	16	26	22
a-19	15	9	13	29	25	4	11	25	22	5	9	31	26	19	26
16	20	27	23	b-1	5	19	16	e-11	15	17	13	15	19	W.	W.

- A. Now Bristol Cross brought up by 11-16, 23-18, 10-14, 18-15.
 B. 3-7 is regular and draws. 1-5 we think will lose.
 C. Now the same as game 98, Head and Searight.
 D. Denvir and Head both pick the same move here.
 E. Here they differ, but with no better result.

GAME NO. 112. BRISTOL CROSS, 10-14, 23-19.

Black, Hynd; White, Denvir.

10	14	24	19	3	7	25	22	7	11	25	9	15	24	23	16
23	19	16	23	28	24	6	10	32	28	5	14	28	19	14	17
11	16	26	19	8	11	27	23	9	13	24	20	2	7	21	14
19	15	11	18	15	8	11	15	22	18	11	15	19	16	10	17
a-7	11	22	15	4	11	30	25	15	22	31	26	12	19	Drawn.	

- A. Varies from game 111, and is very evenly contested from here to the close.

BOARD No. 9. HALLIWELL AND BARKER.

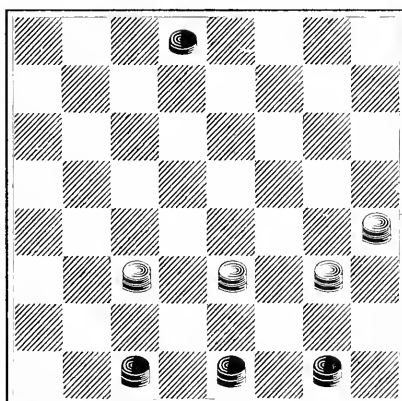
GAME No. 113. EDINBURGH, 9-13, 22-17.

Afternoon Session. Black, Halliwell; White, Barker.

9 13	9 14	7 10	14 18	17 22	22 25	11 15	19 23
22 17	29 25	28 24	26 23	9 5	9 13	28 24	16 12
13 22	4 8	<i>b</i> -1 5	17 26	22 25	25 21	22 26	23 26
25 18	24 20	32 28	23 14	5 1	13 9	20 16	6 1
11 15	8 11	3 7	6 10	25 30	21 25	26 31	26 31
18 11	<i>a</i> -25 22	23 18	30 23	1 5	23 18	16 11	12 8
8 15	14 18	10 14	10 17	30 25	15 22	31 27	27 23
21 17	23 14	18 9	23 19	5 9	19 16	24 20	8 3
5 9	10 17	5 14	7 10	25 22	12 19	15 19	
17 13	27 23	31 27	13 9	27 23	24 6	20 16	

The copy book does not carry the play any further, but after another hour's play the pieces reached this setting, from which point Barker had a forced win.

BLACK.



WHITE.

Black to play and white to win.

32 28	28 32	28 32	28 32	2 7	30 25
24 27	27 24	19 15	10 14	27 23	18 15
31 24	32 28	32 28	32 28	28 24	25 22
20 27	24 19	15 10	23 27	22 18	14 9 etc., W. W.

There were some present who felt that Barker was doing his worthy opponent an injustice by persisting in playing the ending previous to reaching the diagrammed setting, but Halliwell's confession after the game that he had not the remotest idea what was being played for, and thought his opponent must be getting crazy for trying to win such an ending justified the effort.

A. Varies from game 67, Grover and Gardner.

B. From this point, the game is a Kelso Exchange, brought about as follows:

10 15	25 18	8 15	17 13	6 10	24 20	14 18	27 23
22 18	11 15	21 17	9 14	25 22	1 6	23 14	7 10
15 22	18 11	4 8	29 25	8 11	28 24	10 17	

Same as at B.

GAME No. 114. EDINBURGH, 9-13, 22-17.

Black, Barker; White, Halliwell.

9 13	27 23	18 25	26 23	22 26	19 24	15 19	32 28
22 17	7 10	11 8	18 27	4 8	18 15	14 18	15 18
13 22	25 22	25 29	32 23	26 30	9 6	26 31	10 15
25 18	a-17 21	8 4	21 25	8 11	7 11	18 14	19 10
11 15	31 27	29 25	11 15	18 23	6 2	31 27	28 19
18 11	15 19	4 8	25 30	19 26	10 14	14 18	18 22
8 15	23 16	15 18	23 19	30 23	2 6	27 32	19 23
21 17	12 19	8 11	30 26	28 24	14 18	18 14	22 25
5 9	b-20 16	18 22	19 16	23 27	6 9	19 15	23 18
17 13	10 14	26 17	26 22	24 20	18 23	28 24	25 30
4 8	16 12	25 22	16 11	6 10	9 14	32 28	18 22
24 20	8 11	17 14	14 17	13 9	23 26	24 27	10 15
9 14	27 23	22 18	15 19	27 23	24 27	28 24	c-20 16
29 25	11 15	14 9	22 18	11 16	26 31	27 32	
14 18	23 16	1 5	11 8	23 18	27 24	15 19	
23 14	14 18	30 26	17 22	16 19	31 26	14 10	
10 17	16 11	5 14	8 4	2 7	24 28	11 15	Drawn.

- A. Although the order of moves are altered from game 113, 8-11 now would bring about the same position at this point.
- B. 27-23 followed by 32-27 would have made easy sailing, but Halliwell most likely was looking for better.
- C. A long and tedious ending; many expected to see Halliwell fall as in the previous game. The evening session had begun before this game was concluded.

GAME No. 115. DOUBLE CORNER, 9-14, 24-20.

Evening Session. Black, Halliwell; White, Barker.

9 14	8 11	9 13	14 18	<i>a</i> -15	19 <i>c</i> -26	30	22 18	18 23
24 20	29 25	18 9	22 17	<i>b</i> -31	26	25 21	13 9	16 11
5 9	10 15	5 14	13 22	19 24	30 26	18 23	23 19	
22 18	25 22	24 19	26 17	30 25	14 9	9 5	21 17	
11 16	7 10	15 24	7 11	24 28	6 10	28 32	19 23	
20 11	24 20	28 19	16 7	26 22	9 6	5 1	11 7	
8 22	3 7	11 15	2 11	18 23	11 15	32 28	23 18	
25 18	27 24	19 16	17 14	22 17	6 2	1 5	7 3	
4 8	1 5	12 19	10 17	23 26	26 22	<i>d</i> -23	18 28	24
28 24	32 28	23 16	21 14	17 13	2 6	20 16	5 9	
								W. W.

- A. To here it is played the same as a game between Barker and R. Jordan for the championship.
- B. Jordan played 30-25, 31-26 is a little stronger.
- C. Gives black the laboring oar, the proper method runs 28-32, 25-21, 32-28, 14-9, 6-10, 9-6; 10-15, 6-2, 15-19, 2-7, 11-15, 7-11, 15-18, Drawn.
- D. Loses 23-26, 20-16, 15-19, 6-24, 28-12. Drawn.

GAME No. 116. AYRSHIRE LASSIE, 9-14, 24-20.

Black, Barker; White, Halliwell.

9	14	32	28	9	25	8	3	30	26	8	3	19	15	12	8
24	20	18	22	19	16	5	9	27	24	26	23	28	24	7	2
5	9	25	18	12	19	3	8	10	14	11	7	23	27	8	3
22	17	11	16	23	16	9	14	11	7	14	18	24	20	1	5
11	15	20	11	25	30	8	11	2	11	7	2	27	31	18	14
17	13	8	22	26	23	14	17	19	16	10	14	20	16	27	23
1	5	24	20	8	12	23	19	12	19	2	9	31	27	3	8
28	24	4	8	16	11	17	21	24	8	14	5	16	12	23	19
8	11	30	26	7	16	27	24	22	18	3	7	15	11	b-8	11
23	19	22	25	20	11	21	25	20	16	23	19	13	9		
15	18	29	22	30	25	31	27	18	15	7	10	5	1		
26	23	14	17	11	8	25	30	16	11	18	23	14	18		
a-3	8	21	14	25	22	24	20	15	10	10	14	11	7	Drawn.	

A. Now Ayrshire Lassie brought up as follows:

11	15	8	11	3	8	9	14	5	9	1	5	15	18
24	20	28	24	23	19	22	17	17	13	26	23		

B. This ended a very hard day's work for Mr. Halliwell.

BOARD No. 10. MORRALL AND HERR.

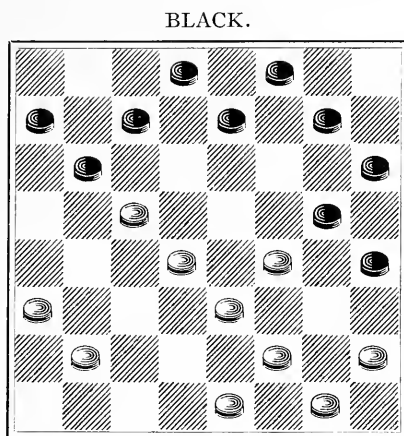
GAME No. 117. PAISLEY, 11-16, 22-18.

Afternoon Session. Black, Herr; White, Morrall.

11	16	a-24	19	13	22	21	14	e-7	10	21	14	8	11	28	24
22	18	b-4	8	26	17	6	9	14	7	9	18	32	27	11	16
8	11	22	17	d-11	16	25	21	3	10	23	14	2	7	26	23
25	22	c-9	13	17	14	1	6	18	14	16	23	31	26	7	11
16	20	30	25	10	17	29	25	10	17	27	18	6	9	25	21

Then 9-13, 14-10, W. W.

- A. Now Paisley.
 B. 10-14, and we have position same as in game 110, Hynd and Denvir at 7th move, this is stronger.
 C. 9-14 is generally preferred here.
 D. Robertson's Guide gives 10-14, 18-9, 5-14, 17-10, 7-14, etc.
 E. Weak and looks like the loser. See diagram.



WHITE.

Black to play and draw.

6 10	7 10	9 13	2 6	13 17	9 13	22 25	16 19
31 26	14 7	18 15	f-28	24 15	10 18	9 g-2	6 23
10 17	3 10	10 14	6 9	17 22	5 14	25 29	12 28
21 14	26 22	25 21	22 18	10 6	6 2	19 15	6 9

Drawn.

F.

23 18	16 23	18 4	26 30	22 18	26 23	15 22	23 16
14 23	15 10	23 26	8 11	30 26	18 14	20 24	
27 18	6 15	4 8	5 9	11 15	9 18	28 19	Drawn.

G.

2 7	*25 30	7 11	8 15	19 10	30 26	23 19	16 23
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Drawn.

GAME No. 118. PAISLEY, 11-16, 22-18.

Black, Morrall; White, Horr.

11 16	26 22	16 20	25 22	10 19	22 17	5 9	8 11
22 18	7 10	22 17	9 13	17 10	13 22	8 3	9 14
10 14	30 26	11 15	32 28	6 15	26 17	1 6	28 24
a-24 19	3 7	18 11	b-4 8	23 18	15 22	3 8	14 18
8 11	28 24	7 16	19 15	8 11	24 8	6 10	17 14

W. W.

A. Now Paisley.

B. This appears fatal, Robertson's Guide gives the following draw.

14 18	4 8	9 14	2 9	8 11	16 19	16 19	9 18
22 15	29 25	13 9	25 22	31 26	15 8	23 16	8 3
13 22	5 9	6 13	1 5	13 17	12 16	14 30	30 26
26 17	17 13	15 6	22 18	19 15	24 15	21 14	Drawn.

GAME No. 119. SECOND DOUBLE CORNER, 11-15, 24-19.

Evening Session. Black, Horr; White, Morrall.

11 15	22 18	8 11	19 10	c-11 15	22 15	5 9	22 17
24 19	11 16	17 13	7 14	18 11	9 14	29 25	14 18
15 24	25 22	16 20	a-32 28	7 16	21 17	9 14	23 14
28 19	4 8	26 22	b-3 7	24 19	14 21	25 22	16 32
8 11	22 17	10 15	28 24	14 18	15 11	1 5	14 9

Drawn.

A. One of the new moves worked up by the Britons while on the water.

B. This answer was rather unexpected.

C. 14-17 much stronger and almost wins.

14 17	10 26	5 9	7 10	13 22	22 26	26 31	26 23
21 14	31 22	25 21	22 17	23 18	18 14	19 15	15 11
6 10	1 10	10 14	9 13	11 16	10 17	31 26	20 24
13 6	29 25	24 19	18 9	27 23	21 14	23 18	11 8

Drawn.

GAME No. 120. SECOND DOUBLE CORNER, 11-15, 24-19.

Black, Morrall; White, Horr.

11	15	28	24	5	14	30	23	3	7	17	14	8	11	20	11
24	19	6	10	26	23	7	10	18	11	10	17	32	27	7	16
15	24	23	18	14	18	25	22	8	15	21	14	11	15	14	10
a-27	20	9	14	23	14	1	6	22	17	15	18	31	26	16	19
10	15	18	9	10	26	23	18	4	8	29	25	12	16	Drawn.	

A. Rather a dangerous line, while recognized good for a draw, there is nothing positive about it.

FOURTH DAY'S PLAY.

BOARD No. 1. STEWART AND HILL.

GAME No. 121. KELSO, 10-15, 21-17.

Afternoon Session. Black, Stewart; White, Hill.

10	15	29	25	3	7	13	6	21	25	15	6	25	30	7	16
21	17	9	14	22	18	1	10	26	22	30	26	14	9	12	28
11	16	18	9	14	17	<i>a</i> -18	15	25	30	6	2	30	25	27	4
22	18	5	14	21	14	2	6	22	17	13	17	9	6	20	24
15	22	25	21	10	17	30	25	<i>c</i> -30	26	2	6	<i>e</i> -25	22	6	1
25	18	7	10	31	26	17	21	17	13	17	21	23	18	24	27
16	20	24	19	4	8	<i>b</i> -25	22	26	30	6	10	22	15		
17	13	11	16	28	24	7	11	13	9	21	25	10	7		
8	11	26	22	6	9	22	18	6	13	<i>d</i> -18	14	16	23	Drawn.	

- A. Varies from game 14, Ferrie and Denvir. 30-25 as shown in note E of that game is good.
- B. In their first match for the championship of America, Barker and Freeman, the latter played 26-22, Barker pulling off the trick thus: 21-30, 15-11, 8-15, 23-18, 16-23, 18-2, 30-26, 2-9, 26-17, 27-18, 20-27, 32-23, 17-22. Black wins.
- C. Made to prevent white from securing this neat draw.

30	25	10	17	11	18	6	15	16	23	20	27	25	22	17	21
17	14	18	14	14	10	23	14	27	4	32	23	14	10	10	7
Drawn.															

- D. White need not disturb the man on 18 at all to make a draw.
- E. In the team match, Massachusetts vs. New York, Grover against Ryan, the former did not allow the stroke and played 25-21, it prolongs but does not alter the final result.

GAME No. 122. KELSO, 10-15, 21-17.

Black, Hill; White, Stewart.

10 15	15 22	5 14	6 13	14 18	18 23	10 15	15 18
21 17	24 15	26 22	24 15	17 14	19 16	9 6	10 15
11 16	7 11	3 7	1 6	8 11	11 20	15 19	18 23
17 13	25 18	22 15	a-31	26 15	8 26	19 6	2 16
16 19	9 14	7 10	b-13	17 4	11 20	24 7	10 10
23 16	18 9	13 9	25 22	28 24	19 16	2 6	
12 19	11 18	10 19	17 21	2 7	6 10	10 15	
22 18	29 25	27 24	22 17	24 19	14 9	6 10	W. W.

A. Varies from game 103, Schaefer and A. Jordan.

B. Very bad, its object is not apparent, and can probably be charged up to a blunder, 2-7 is proper.

GAME No. 123. PAISLEY, 12-16, 24-19.

Evening Session. Black, Stewart; White, Hill.

12 16	16 20	9 13	6 13	11 18	1 5	20 27	7 10
24 19	22 17	18 9	25 18	23 7	32 27	31 15	11 7
a-8 12	b-7 10	5 14	c-4 8	3 10	2 7	5 9	10 14
22 18	30 26	22 18	29 25	25 22	18 15	22 18	18 15
10 14	11 16	13 22	8 11	16 23	10 19	12 16	
26 22	26 22	18 9	18 15	27 18	27 24	15 11	Drawn.

A. Paisley.

B. Varies from game 74, Heffner and Halliwell.

C. 2-6 is also sound, this defense seems to have been generally adopted by the Britons.

GAME No. 124. PAISLEY, 12-16, 24-19.

Black, Hill; White, Stewart.

12	16	7	10	14	17	9	18	11	16	5	9	27	31	12	16
24	19	a-17	13	21	14	23	7	25	22	11	7	17	14	14	10
8	12	3	7	10	17	16	23	16	23	16	20	1	5	6	15
22	18	28	24	29	25	27	18	26	19	7	2	11	15	18	11
10	14	b-11	16	17	21	20	27	8	11	20	24	31	27	9	14
26	22	31	26	22	17	32	23	19	15	2	7	15	19	22	17
16	20	4	8	7	10	2	11	11	16	24	27	27	32		
22	17	25	22	c-18	14	23	19	15	11	7	11	19	23	W. W.	

A. Varies from game 123.

B. 4-8 is the orthodox way, then 31-26 and the stroke, 12-16, 19-3, 14-17, etc., Drawn.

C. This wins and corrects Schaefer and Kelly's Paisley work.

BOARD No. 2. BUCHANAN AND BARKER.

GAME No. 125. KELSO CROSS, 10-15, 23-18.

Afternoon Session. Black, Barker; White, Buchanan.

10	15	16	19	7	16	5	9	4	8	7	10	16	23	15	19
23	18	24	20	18	11	13	6	17	14	9	5	25	22	5	9
a-12	16	6	9	9	27	1	19	3	7	19	23	10	15	23	26
21	17	27	23	31	15	25	22	29	25	26	19	5	1	30	23
9	13	11	16	13	17	8	15	8	12	15	24	12	16	19	26
17	14	20	11	22	13	22	17	14	9	28	19	1	5	Drawn.	

A. Now the same as game 19, Barker and Searight, and with but slight variation played the same.

GAME No. 126. KELSO CROSS, 10-15, 23-18.

Black, Buchanan; White, Barker.

10	15	24	20	8	12	a-27	23	9	27	13	6	4	8	30	21
23	18	16	19	23	16	b-11	16	31	15	1	19	22	17		
12	16	17	14	12	19	20	11	13	17	25	22	15	18		
21	17	6	9	32	27	7	16	22	13	8	15	25	22		
9	13	27	23	3	8	18	11	5	9	29	25	18	25	Drawn.	

A. Varies from game 86, Buchanan and Heffner.

B. Simplifies the game and leave little room for comment.

GAME No. 127. DOUBLE CORNER, 9-14, 24-20.

Evening Session. Black, Barker; White, Buchanan.

9	14	25	18	3	8	31	24	1	10	10	7	16	20	28	19
24	20	4	8	25	22	11	16	18	15	2	11	14	9	16	30
5	9	28	24	7	11	19	15	10	19	30	25	11	16		
a-22	18	8	11	27	24	10	19	22	17	9	14	9	5		
11	16	b-24	19	16	20	24	15	8	11	25	22	15	18		
20	11	11	16	32	28	6	10	c-17	10	14	18	22	15		
8	22	29	25	20	27	15	6	11	15	23	14	19	24	Drawn.	

A. Regular Double Corner Variation now.

B. Varies from game 115, Halliwell and Barker.

C. The game to here has figured in many important contests, the ending being played various ways, the finish is quite neat.

GAME No. 128. DOUBLE CORNER, 9-14, 24-20.

Black, Buchanan; White, Barker.

9	14	28	24	16	20	23	16	10	28	19	16	22	26	1	5
24	20	8	11	32	28	12	19	c-17	1	23	18	8	4	9	13
5	9	29	25	20	27	26	23	9	13	16	12	26	31	11	7
22	18	a-11	16	31	24	19	26	18	15	18	14	4	8	2	11
11	16	b-24	19	11	16	30	23	28	32	11	8	31	26	3	8
20	11	7	11	19	15	3	7	15	11	13	17	8	11	13	22
8	22	25	22	10	19	22	17	32	27	8	3	14	10	8	6
25	18	1	5	24	15	7	10	23	19	17	22	21	17		
4	8	27	24	16	19	28	24	27	23	12	8	5	9	Drawn.	

- A. In game 115, Halliwell played 10-15, 11-16 gives white an offering to break new ground.
 B. But Barker was cautious and declined.
 C. The play to here is Drummond's, who like most all authors, break off when the final result becomes apparent.

BOARD No. 3. R. JORDAN AND DENVIR.

GAME No. 129. DOUBLE CORNER, 9-14, 22-18.

Afternoon Session. Black, R. Jordan; White, Denvir.

9	14	10	19	16	19	9	14	16	20	4	8	23	27	6	10
22	18	24	15	23	16	29	25	26	22	18	9	22	18	14	7
5	9	7	10	12	19	8	12	20	27	c-8	11	27	31	5	21
25	22	27	24	22	17	a-31	27	32	16	15	8	21	17	7	3
11	16	10	19	14	18	b-12	16	18	23	3	19	1	5		
18	15	24	15	17	13	27	24	22	18	25	22	18	14	Drawn.	

- A. This move has been coming into popular favor of late.
 B. It is well met and proves no surprise to the world's champion.
 C. The black sailing is quite easy.

GAME No. 130. DOUBLE CORNER, 9-14, 22-18.

Black, Denvir; White, R. Jordan.

9 14	8 12	7 10	15 22	9 18	4 8	32 28	28 24
22 18	27 24	<i>b</i> -32	27 17	10 23	14 21	17 9	6 6
5 9	10 15	10 15	<i>d</i> -2	6 <i>f</i> -15	19 24	28 24	24 28
25 22	24 19	19 10	26 17	14 10	17 14	6 2	9 14
<i>a</i> -12	16 15	24 6	15 6	15 19	24 28	32 24	28 24
24 20	28 19	<i>c</i> -22	17 <i>e</i> -17	14 27	23 14	9 2	6 <i>g</i> -29
							25 W. W.

- A. Not as good as 11-16 played in game 129.
 B. 30-25 is another very strong line. 32-27 is best.
 C. If 27-24 then 4-8.
 D. 9-13 would lose, it looks tempting.
 E. The sequel to 32-27 at B.
 F. Very bad and aimless, 16-19 is much stronger and may draw.
 G. The copy book does not carry the game any further, but this is sufficient.

GAME No. 131. DOUBLE CORNER DYKE, 11-16, 21-17.

Evening Session. Black, Jordan; White, Denvir.

11 16	24 15	2 6	<i>a</i> -17	14 15	18 26	22 24	27 23	18
21 17	10 19	29 25	9 18	27 23	11 15	14 9	27 31	
9 14	17 10	8 12	26 23	18 27	24 19	6 10	11 7	
25 21	6 15	25 21	19 26	32 23	15 24	9 6	31 26	
16 19	21 17	4 8	30 7	10 14	22 18	10 15	7 2	
23 16	5 9	22 17	3 10	31 26	14 17	18 11		
12 19	17 13	7 10	28 24	8 11	21 14	1 10	Drawn.	

- A. Varies from game 9, Jordan and Heffner. It adds no strength to the white game, but seems to have answered the purpose of the player.

GAME No. 132. EDINBURGH SWITCHER, 11-16, 21-17.

Black, Denvir; White, R. Jordan.

11	16	23	18	16	23	17	14	4	8	23	14	1	5	14	10
21	17	10	15	27	11	9	18	26	23	<i>b</i> -8	11	29	25	5	9
9	13	18	11	7	16	22	15	7	11	21	17	6	9	25	21
25	21	8	15	30	25	16	20	28	24	13	22	31	26	11	16
<i>a</i> -5	9	24	19	3	7	32	27	11	18	25	18	9	13	W. W.	

A. From the Edinburgh, it would form up thus: 9-13, 21-17, 5-9, 25-21, 11-16,

B. Loses, 13-17 draws.

BOARD No. 4. FERRIE AND SCHAEFER.

GAME No. 133. DOUBLE CORNER, 9-14, 24-20.

Afternoon Session. Black, Schaefer; White, Ferrie.

9	14	20	11	16	20	25	22	14	23	16	11	2	7	19	15
24	20	8	22	24	19	1	5	26	19	7	16	23	19	17	21
5	9	25	18	4	8	<i>a</i> -19	16	<i>b</i> -9	13	19	12	14	17	15	10
22	18	12	16	29	25	12	19	27	23	9	14	21	14	7	14
11	16	28	24	8	12	23	16	6	9	30	26	10	17	22	17
Drawn.															

A. Introduced by Ferrie in his match with R. Jordan in a Scottish national tourney.

B. Jordan played 10-14, it was afterwards shown that Ferrie missed a win, 9-14 is also weak.

GAME No. 134. DOUBLE CORNER, 9-14, 24-20.

Black, Ferrie; White, Schaefer.

9	14	8	22	16	20	14	21	6	15	15	19	7	16	2	6
24	20	25	18	24	19	18	15	22	17	23	18	32	28	18	14
5	9	12	16	8	12	11	18	<i>d</i> -3	7	19	24	1	6		
22	18	29	25	<i>a</i> -26	22	23	5	25	22	18	15	5	1		
11	16	4	8	<i>b</i> -7	11	<i>c</i> -10	15	12	16	16	19	6	10		
20	11	28	24	21	17	19	10	27	23	<i>e</i> -15	11	22	18	W. W.	

A. Varies from the previous game and is a favorite line with the Doctor.

B. Sound, but not as good as 1-5 or 3-8.

C. A draw after this is rather doubtful.

D. 12-16 looks stronger, but the best we could do with it in our hurried work runs thus:

12	16	24	27	31	26	g-9	13	27	31	3	10	31	26	26	30
25	22	23	18	23	18	11	7	6	9	14	7	16	20	17	14
16	19	27	31	26	23	20	24	31	27	24	27	21	25	19	15
31	26	18	11	18	14	7	2	9	14	7	11	30	21	28	24
19	24	f-2	6	6	9	24	27	27	24	27	31	23	19		
27	23	26	23	14	10	2	6	10	7	11	16	32	28	W.	W.

E. A sacrifice that completely wrecks black's game.

F. 20-24, 26-23, 31-26, 23-19, 26-23, 11-7, 23-16, 32-28, W. W.

G. 23-19, 11-7, 19-15, 7-2, 15-6, 22-18, 20-24, 18-15, W. W.

GAME No. 135. SWITCHER, 11-15, 21-17.

Evening Session. Black, Schaefer; White, Ferrie.

11	15	22	17	11	15	23	18	c-12	16	19	16	13	17	5	1
21	17	13	22	27	24	9	13	14	10	d-31	27	11	15	6	10
9	13	26	17	15	18	24	20	16	19	16	7	17	22	22	18
25	21	2	6	31	26	10	15	22	18	27	23	15	18	10	15
8	11	29	25	18	27	19	10	19	24	20	16	22	25	18	23
17	14	4	8	32	23	b-5	9	26	23	23	14	18	22	29	25
10	17	a-24	19	8	11	14	5	24	27	7	2	25	29	1	6
21	14	15	24	25	22	7	21	23	19	14	7	16	11		
6	10	28	19	6	9	18	14	27	31	2	11	1	6	W.	W.

A. Varies from game 44, Stewart and Reynolds.

B. 12-16 best, whites only reply is 18-15. If 26-23, 5-9, 14-5, 7-21, 18-14, 21-25, 30-21, 16-19, B. W.

C. A bad blunder, 11-15 draws easily.

D. The losing point, the following appears to draw.

11	15	31	27	13	17	17	22	e-27	23	22	26	26	31	31	26
18	11	11	7	7	2	16	11	20	16	16	12	11	8	Drawn.	

E. 22-26, 30-23, 27-18, 10-6, 1-10, 2-6, 10-15, 6-10, 15-19, 10-15, 3-8, 15-22, 8-15, 22-26, *21-25, Drawn.

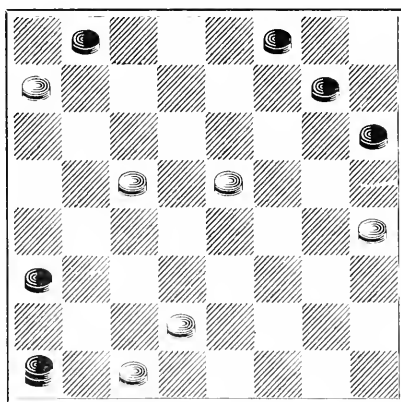
GAME No. 136. SWITCHER, 11-15, 21-17.

Black, Ferrie; White, Schaefer.

11 15 6 10 18 22 9 18 22 25 *b-4* 8 25 22 7 11
 21 17 22 17 25 18 23 14 24 19 19 15 20 16 15 10
 9 13 13 22 10 15 11 15 25 29 29 25 22 18 11 15
 25 21 26 17 28 24 19 10 27 23 18 14 16 11 19 16
 8 11 15 18 15 22 5 9 29 25 25 29 18 9 12 19
 17 14 24 20 32 28 14 5 31 26 *c-26* 23 11 4 10 7
 10 17 2 6 *a-6* 9 7 21 25 29 29 25 3 7 15 18
 21 14 29 25 24 19 28 24 23 18 23 19 4 8 B. W.

- A. Varies from game 61, A. Jordan and Denvir.
- B. Dr. Schaefer, Grover, and some others of the American team stated this was a departure from published play and agreed whites were beaten, but they are mistaken, the move is an old one and belongs to the late Wyllie.
- C. This is where the losing move comes in. Wyllie gives the following fine draw:

BLACK.



WHITE.

White to play and draw.

15	10	15	19	2	7	25	22	1	6	29	25	18	15	22	17
8	11	6	2	10	14	15	24	22	25	14	18	27	32	15	19
14	9	29	25	7	11	22	31	6	10	3	8	15	10	32	28
11	15	10	6	14	17	5	1	25	29	24	19	25	22	19	15
9	6	1	10	11	15	17	22	10	14	31	27	19	15	17	13

etc., Drawn.

BOARD No. 5. SEARIGHT AND REYNOLDS.

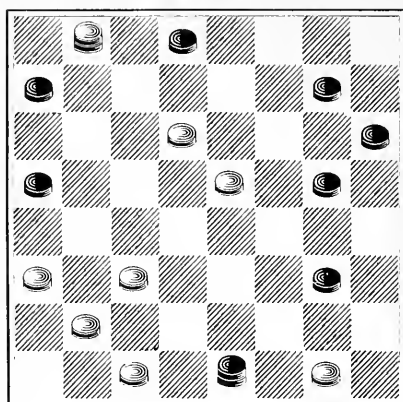
GAME No. 137. PAISLEY, 12-16, 22-18.

Afternoon Session. Black, Reynolds; White, Searight.

12	16	28	19	<i>d</i> -6	9	6	1	<i>g</i> -31	26	8	4	28	32	25	22
22	18	7	10	15	6	9	13	15	11	24	27	11	15	27	23
16	20	<i>b</i> -25	22	7	11	18	15	8	15	4	8	32	28	21	17
24	19	1	6	17	10	<i>f</i> -16	19	18	11	27	31	15	10	19	24
10	14	18	15	11	15	22	18	26	19	8	11	23	19	22	25
26	22	4	8	27	24	12	16	10	7	31	27	14	18	23	18
<i>a</i> -8	12	29	25	20	27	25	22	19	23	3	7	28	32	17	13
22	17	3	7	<i>e</i> -26	22	24	27	7	3	27	24	22	17	24	19
11	16	<i>c</i> -22	17	15	24	32	23	16	20	7	10	13	22	25	30
17	10	9	14	23	18	19	26	11	8	24	28	18	25		
6	24	31	26	27	31	30	23	20	24	10	14	32	27	Drawn.	

- A. Now Paisley.
- B. Varies from game 74, Heffner and Halliwell.
- C. The game has become exceedingly critical and contains play of a very high quality.
- D. A genuine dodger move.
- E. Mr. Searight saw the following pretty termination, but sought for greater results. 21-17, 15-24, 17-14, 9-18, 23-14, 2-18, 32-14, Drawn.
- F. That Mr. Searight committed a dangerous mistake in not taking the easy way as he saw it at E, is now apparent. The diagram shows the critical nature of the position at this point.

BLACK.



WHITE.

Black to play.

We would suggest 16-20, and while we still think white can probably draw, it would occasion no surprise to see a black win proven.

G. At the conclusion of the game, both Mr. Searight and Reynolds thought that 31-27 would have won, but 21-17 seems to draw against that move.

GAME No. 138. PAISLEY, 12-16, 22-18.

Black, Searight; White, Reynolds.

12 16 *b*-7 10 9 13 6 13 11 18 2 7 17 21 1 5
 22 18 22 17 18 9 25 18 23 7 *e*-18 14 25 22 15 10
 8 12 16 20 5 14 *d*-4 8 16 23 10 17 21 25 5 9
a-24 19 *c*-30 26 22 18 29 25 27 18 21 14 22 18 14 5
 10 14 11 16 13 22 8 11 3 10 13 17 25 30 7 14
 26 22 26 22 18 9 18 15 32 27 27 23 18 15 Drawn.

- A. Paisley.
- B. Varies from preceding game.
- C. Varies from game 124, Hill and Stewart.
- D. 2-6 also draws, but gives white a strong ending.
- E. Reynolds fails to perceive that black and not white are on the defensive, a stronger way to finish would run:

31 26 25 22 26 23 28 24 24 19 18 15
 1 6 6 9 7 11 10 14 11 16 14 18 Drawn.

GAME No. 139. SECOND DOUBLE CORNER, 11-15, 24-19.

Evening Session. Black, Reynolds; White, Searight.

11	15	10	14	a-3	7	7	11	8	11	24	27	27	24	15	8
24	19	27	24	18	15	16	7	27	23	30	26	11	7	22	15
15	24	16	20	9	13	2	18	11	15	27	31	24	19	8	12
28	19	31	27	19	16	22	15	b-23	19	19	15	7	3	26	23
8	11	4	8	12	19	6	10	15	24	10	19	19	15	12	16
22	18	29	25	23	16	15	6	28	19	23	16	3	8	15	10
11	16	7	10	10	19	1	10	20	24	31	27	14	18	16	11
25	22	32	28	24	15	25	22	26	23	16	11	8	11	23	18

Drawn.

- A. Varies from game 87, Heffner and Buchanan.
 B. In a game between Spayth and Wyllie, the latter cut 23-18, the 23-19 move leads to a critical and deceptive finish.

GAME No. 140. SECOND DOUBLE CORNER, 11-15, 24-19.

Black, Searight; White, Reynolds.

11	15	17	13	11	15	18	15	25	22	6	2	20	24	18	15
24	19	8	11	25	22	12	16	9	5	22	25	23	18	10	14
15	24	26	22	15	24	19	12	22	18	2	6	24	28	19	16
28	19	9	14	22	18	10	26	5	1	18	15	31	27	24	19
8	11	18	9	14	17	30	23	2	7	6	9	28	32	15	11
22	18	5	14	21	14	22	25	1	10	25	30	27	24	21	25
11	16	22	18	10	17	23	18	7	14	9	14	25	21		
25	22	a-1	5	32	28	25	30	13	9	30	25	17	13		
16	20	18	9	17	22	18	14	14	17	14	17	32	27		
22	17	5	14	28	19	30	25	9	6	15	10	24	19		
4	8	b-29	25	c-7	10	14	9	17	22	27	23	27	24	B. W.	

- A. Varies from game 88, Buchanan and Heffner.
 B. 30-26 is the proper reply here.
 C. This winning combination was known for several years by all the British players, and it was thought here that all the American team was acquainted with it, but it seems not.

BOARD No. 6. A. JORDAN AND HORR.

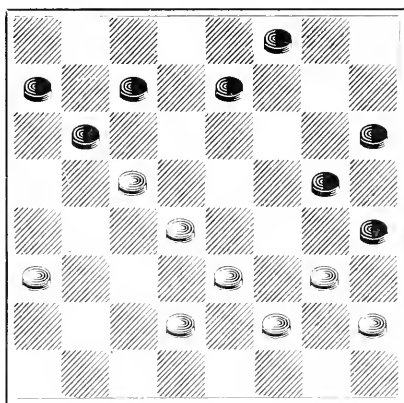
GAME NO. 141. PAISLEY, 12-16, 22-18.

Afternoon Session. Black, Horr; White, A. Jordan.

12 16 21 14 16 20 30 26 2 6 *d*-28 24 32 27 6 10
 22 18 4 8 31 27 1 6 25 21 11 15 19 15 27 31
 8 12 *a*-24 19 8 12 32 28 *c*-6 10 18 2 5 9 10 14
 18 14 16 23 *b*-25 21 6 10 21 17 9 18 17 13 31 22
 9 18 27 18 6 9 29 25 3 8 23 7 9 14 14 21
 23 14 12 16 26 23 10 17 24 19 16 32 2 6
 10 17 28 24 11 16 21 14 8 11 24 19 14 17 W. W.

- A. Brought up from the Paisley thus: 11-16, 24-19, 8-11, 22-18, 4-8, 18-14, 10-17, 21-14, 9-18, 23-14.
- B. Varies from game 73, Halliwell and Heffner.
- C. Loses. 7-11 was played by Ferrie in a game with A. Jordan and draws. The fatal lack of team work on the part of the Americans is again seen here, for three of them failed to solve the problem at this point, Horr on the fourth day, and the other two on the tenth, when A. Jordan won it from Grover and Buchanan should have from Schaefer.
- D. 26-22 as played by Buchanan against Schaefer also wins. The diagram shows the position of the pieces at C.

BLACK.



WHITE.

Black to play and draw.

7 11 9 13 6 9 11 15 16 19 12 19
 21 17 26 22 24 19 19 10 23 16 Drawn.

Horr played 6-10. Grover 7-10 and Schaefer 3-8, all losing moves.
 Ferrie's move, 7-11 seems to be the only one to draw.

GAME No. 142. PAISLEY, 12-16, 22-18.

Black, A. Jordan; White, Horr.

12 16 16 20 9 13 6 13 11 18 1 5 7 11 14 21
 22 18 22 17 18 9 25 18 23 7 32 27 26 23 23 18
 8 12 7 10 5 14 4 8 b-3 10 2 7 11 15 12 16
 a-24 19 30 26 22 18 29 25 25 22 31 26 18 11 7 2
 10 14 11 16 13 22 8 11 16 23 5 9 9 14 16 19
 26 22 26 22 18 9 18 15 27 18 21 17 11 7 Drawn.

A. Paisley, brought up thus: 11-16, 24-19, 8-11, 22-18.

B. Varies from game 138, Searight and Reynolds.

GAME No. 143. DOUBLE CORNER BRISTOL, 9-14, 22-17.

Evening Session. Black, Horr; White, A. Jordan.

9 14 5 14 12 19 7 10 8 12 13 17 26 31 18 23
 22 17 c-29 25 21 17 24 19 f-32 27 19 15 18 15 15 10
 11 16 16 19 e-19 23 2 6 9 13 11 16 31 27 24 15
 25 22 d-24 15 26 10 27 23 24 20 20 11 23 19 6 1
 8 11 10 19 7 21 6 9 5 9 17 22 27 24 15 6
 a-22 18 17 10 25 22 31 27 22 18 24 20 10 6 1 10
 b-4 8 6 15 3 7 1 5 10 14 22 26 14 18
 18 9 23 16 28 24 27 24 27 24 15 10 11 7 W. W.

A. Forms Double Corner Bristol. It is not our aim to try to add to an already long list of titles, and have done so only for the purpose of reference for subscribers of this book.

- B. Weak. 16-20, 18-9, 6-22, 26-17, is the accepted continuation; it has figured much in the play of the visitors for some years, but practised very little on this side, hence the American was easily lured into an inferior position early in the game.
- C. The key that demonstrates the black weakness arising from 4-8 at B.
- D. The correct take, if 23-16, then 11-20 would give blacks a good position.
- E. A draw after this is very questionable, it was, however, quite natural for the American to take it. Mr. Horr, no doubt, was not over pleased with the situation, and chose to take his chances with this clearance, the able manner in which it was met reflects great credit on Mr. Jordan.
- F. Quite odd and very cute, and we suspect unexpected by Mr. Horr.

GAME No. 144. DOUBLE CORNER DYKE, 9-14, 22-17.

Black, A. Jordan; White, Horr.

9	14	24	15	12	19	29	25	15	22	17	14	2	11	17	14
22	17	10	19	21	17	7	10	26	17	9	18	26	22	10	17
11	15	17	10	5	9	25	21	4	8	27	23	11	15	21	14
25	22	6	15	17	13	8	12	31	26	18	27	22	17		
15	19	23	16	a-1	6	22	18	8	11	32	7	12	16	Drawn.	

- A. A favorite defense with the old school of players many years ago, it was gradually and practically abandoned for the 2-6 which at its introduction was considered superior, its inherent weak spots were slowly uncovered, but so slow that players who had adopted it kept pace with them, and still cling to it. Mr. A. Jordan, however, has for some few years past cast it aside, and returned to the old love, and not without considerable success. As a tactician in selecting his lines of play he stands far in the lead over any player in England.

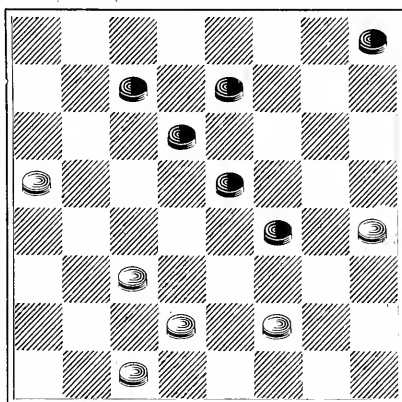
BOARD No. 7. GARDNER AND HEFFNER.

GAME No. 145. DENNY, 10-14, 24-20.

Afternoon Session. Black, Heffner; White, Gardner.

10 14 28 24 11 15 27 18 c-11 16 24 20 19 24
 24 20 13 22 25 22 3 8 20 11 16 19 27 20
 6 10 25 9 8 11 21 17 7 16 20 16 12 19
 22 17 5 14 b-23 18 1 6 18 11 d-2 7 31 27
 a-9 13 29 25 14 23 17 13 8 15 32 27
 and the following critical situation is reached:

BLACK.



WHITE.

Black to play and draw.

e-19 24 27 31 15 19 10 15 i-23 18 15 18 19 24 27 32
 27 23 26 22 g-30 25 h-25 21 9 6 2 11 16 12
 24 27 31 27 27 23 6 10 18 25 10 15 24 27
 j-22 17 23 18 18 14 14 9 6 2 20 16 17 14 Drawn.

- A. This is weak, and gives white decidedly the best game.
- B. White secures a grip that almost wins.
- C. 12-16 looks inviting, but we question its soundness.

D. The game looked nigh hopeless here, and we decided herein lie the only hope.

E. 4-8 loses by 22-17.

F. If 23-18, 7-11 will draw.

G. At the conclusion of the game, Mr. Gardner said he saw we had a draw in sight, and considered this the strongest way, we do not quite agree however, for both 18-14 and 20-16 appealed to us as somewhat stronger, though a draw can be shown against either.

18 14	6 10	6 2	23 26	13 9	10 15	17 13	15 18
10 15	9 6	7 11	25 21	15 19	6 10	4 8	
14 9	19 23	30 25	26 30	2 6	27 24	22 17	Drawn.
20 16	18 14	14 9	9 6	6 1	1 6	13 9	30 25
27 23	10 15	6 10	19 24	24 27	27 31	31 27	23 18
							Drawn.

H. 14-9, 23-26, 9-2, 26-30, Drawn.

I. 19-24 also draws.

— — —

GAME No. 146. DENNY, 10-14, 24-20.

Black, Gardner; White, Heffner.

10 14	12 16	4 8	5 9	9 14	3 8	11 15	10 15
24 20	20 11	25 22	27 23	18 9	32 28	20 16	23 16
11 15	8 22	8 11	1 5	5 14	8 12	15 24	15 18
22 18	26 10	28 24	b-23	19 26	23 24	22 18	9 6
15 22	6 15	9 13	7 10	2 7	15 24	12 19	7 10
25 18	a-29	25 23	18 31	26 30	26 28	19 18	9 6
							2
							Drawn.

A. Varies from game 18, Searight and Barker.

B. An unfortunate incident occurred here that happily caused no great harm. We had decided on 24-20, and was intently studying the effect of 23-19. Less than a minute and a half had been consumed, when we were startled by the call of time; we did not doubt its accuracy, but the time passed out so rapidly that it confused us some, and for the moment forgot about our intended

reply, and hastily played 23-19. We mentioned the matter immediately after the game, and the time-keeper explained the mistake in this wise. His attention had been attracted to another part of the hall, he had not noticed that Gardner in the meantime had made his move, and when he again referred to his watch, he found that this time had expired, and did not realize his mistake until we answered to the call.

GAME No. 147. SINGLE CORNER, 11-15, 22-18.

Evening Session. Black, Heffner; White, Gardner.

11	15	8	11	9	14	7	11	23	26	26	30	26	23	26	19
22	18	19	16	18	9	18	9	31	22	6	1	9	5	1	6
15	22	6	9	5	14	10	15	24	31	11	15	31	26	19	15
25	18	16	12	30	26	17	13	6	2	1	6	5	1	21	17
12	16	10	15	11	16	15	19	16	19	30	25	20	24	16	19
29	25	21	17	24	19	23	18	18	14	22	17	6	10	17	13
9	13	1	6	15	24	19	23	19	23	25	30	24	27	19	24
24	19	28	24	22	18	9	6	14	10	17	13	10	19	13	9
16	20	6	10	13	22	2	9	23	26	30	26	23	16	4	8
26	22	25	21	26	17	13	6	10	6	13	9	32	23	a-2	7

Drawn.

- A. An original game, the ending was rather long drawn out, both players looking for a misstep, but with no material advantage either way.

GAME No. 148. SINGLE CORNER, 11-15, 22-18.

Black, Gardner; White, Heffner.

11	15	a-18	14	16	20	27	23	7	23	28	24	1	6	14	7
22	18	9	18	29	25	8	12	26	19	20	27	25	21	3	10
15	22	23	14	8	11	23	18	6	9	32	14	6	10	17	14
25	18	10	17	24	19	11	15	31	26	2	7	22	17	10	17
12	16	21	14	4	8	18	11	9	18	26	22	7	11	21	14

Drawn.

- A. Varies from preceding game, apart from being well played there are no features of special interest.

BOARD No. 8. HYND AND GROVER.

GAME No. 149. SWITCHER, 9-13, 21-17.

Afternoon Session. Black, Grover; White, Hynd.

9	13	13	22	15	22	7	14	14	23	27	32	3	8	23	19
21	17	26	17	32	28	9	6	1	6	28	24	2	6	21	17
a-11	15	15	18	6	9	1	10	9	13	32	27	17	22	11	15
25	21	24	20	b-17	13	20	16	6	10	24	20	6	9	17	13
8	11	2	6	9	18	12	19	22	26	27	23	22	26	31	26
17	14	29	25	23	14	24	6	31	22	14	9	30	25		
10	17	18	22	11	15	5	9	23	27	13	17	26	31		
21	14	25	18	13	9	6	1	22	18	9	6	25	21		
6	10	10	15	c-15	18	18	23	4	8	8	11	8	12		
22	17	28	24	14	10	27	18	18	14	6	2	9	14	Drawn.	

A. Switcher.

B. Varies from game 136, Ferrie and Schaefer, and is much safer.

C. In the Scottish tourney, 1899, Henderson played 4-8, against Searight with a drawn result.

GAME No. 150. SWITCHER, 9-13, 21-17.

Black, Hynd; White, Grover.

9	13	10	17	1	6	12	19	a-11	16	3	8	18	27	24	27
21	17	21	14	29	25	24	15	28	24	21	17	32	16	14	9
11	15	6	10	4	8	11	18	16	19	8	11	11	20	5	14
25	21	22	17	25	21	30	25	24	15	25	21	26	23	19	15
8	11	13	22	15	19	8	11	10	19	6	10	20	24		
17	14	26	17	23	16	31	26	17	13	27	23	23	19	Drawn.	

A. Varies from game 43, Stewart and Reynolds.

GAME No. 151. PAISLEY, 11-16, 23-18.

Evening Session. Black, Grover; White, Hynd.

11	16	<i>a</i> -24	19	<i>c</i> -7	10	25	18	10	14	15	11	15	24	23	14
23	18	16	20	<i>d</i> -30	26	5	14	19	15	7	10	28	19	16	32
10	14	<i>b</i> -28	24	9	13	18	9	1	6	29	25	13	17	14	9
26	23	11	16	18	9	6	13	26	22	10	15	22	13	20	24
8	11	22	17	13	22	32	28	3	7	24	19	14	18	11	7

Drawn.

- A. Paisley, brought up thus: 11-16, 24-19, 8-11, 22-18, 10-14, 26-22.
 B. Varies from game 74, Heffner and Halliwell.
 C. Our opinion of this move is unfavorable.
 D. 17-13, 3-7, which appear best would be the same as game 124, Hill and Stewart at the 13th move.
-

GAME No. 152. PAISLEY, 11-16, 23-18.

Black, Hynd; White, Grover.

11	16	7	10	9	13	6	13	11	18	2	6	14	17	9	14
23	18	24	19	18	9	25	18	23	7	22	18	21	14	19	15
10	14	16	20	5	14	4	8	3	10	6	9	9	27	16	19
26	23	30	26	22	18	29	25	<i>a</i> -27	23	18	15	32	23	23	16
8	11	11	16	13	22	8	11	<i>b</i> -1	5	10	14	5	9	12	19
22	17	26	22	18	9	18	15	<i>c</i> -25	22	15	11	11	7	Drawn.	

- A. Varies from game 142, A. Jordan and Horr.
 B. 2-6 is the correct play here to draw.
 C. A win seems to have been missed here. See diagram.

White to play and win.

28	24	20	27	18	15	17	22	21	14	31	27	10	15
20	27	32	23	10	14	10	6	26	31	19	15	17	22
31	24	2	6	22	18	22	26	2	6	12	16	15	10
16	20	25	22	13	17	6	2	9	13	15	11	22	26
23	18	6	9	15	10	14	17	6	10	13	17	10	15

W. W.

BOARD No. 9. HALLIWELL AND DEARBORN.

GAME No. 153. EDINBURGH, 9-13, 22-18.

Afternoon Session. Black, Dearborn; White, Halliwell.

9	13	18	11	4	8	24	20	18	25	26	17	2	9	20	16
22	18	16	23	18	15	1	6	29	22	<i>b-6</i>	9	13	6	12	19
10	15	27	18	10	19	30	25	<i>a-3</i>	7	<i>c-17</i>	13	18	22	24	15
25	22	8	15	24	15	9	14	22	18	9	14	31	27		
6	10	18	11	5	9	25	22	7	11	18	9	22	26		
23	19	7	16	28	24	14	18	21	17	11	18	27	24		
11	16	22	18	16	19	32	28	13	22	9	6	19	23	Drawn.	

A. The earliest record we have of this position is, that it occurred in the 1899 Scotch tourney, and again in the tourney of 1902 between Stenhouse and Henderson. It came up since but from the Double Corner opening in the Massachusetts vs. New York state tourney, between Dr. Schaefer and Parrow, by the following order of moves. Parrow played the blacks.

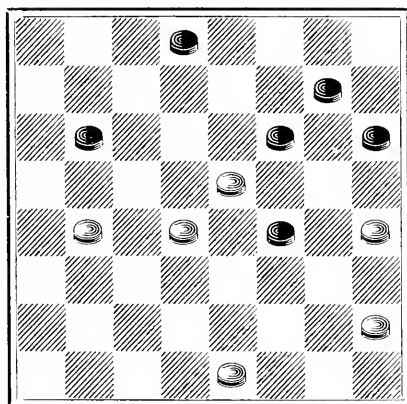
9	14	11	16	9	13	7	14	6	13	16	19	4	8	3	7
22	18	18	15	22	17	23	19	29	25	30	26	27	24		
5	9	10	19	13	22	16	23	12	16	8	12	1	6		
25	22	24	15	26	10	27	9	25	22	32	27	24	20		

B. The annotaters of the 1899 tourney note this move saying it may draw. 19-23 was the move taken in that game, and the following pretty win is shown.

19	23	14	10	11	18	23	27	27	32	32	28	28	24	24	28
17	14	7	14	28	24	24	19	2	7	19	15	7	10	31	26
2	7	18	2												W. W.

C. We do not agree with the annotaters of the 1899 tourney, and believe Halliwell missed a win. The diagram shows the position

BLACK.



WHITE.

White to play and win.

17	14	c-22	25	9	5	25	22	6	2	26	30	9	14	17	10
9	13	6	1	25	22	5	9	8	11	1	5	25	22	3	8
15	10	25	29	f-10	15	22	17	9	5	30	25	27	24	11	15
13	17	1	6	2	7	9	6	18	22	31	27	30	26	8	11
d-14	9	29	25	5	1	17	14	2	6	22	26	6	10	15	18
17	22	6	10	22	25	18	9	23	26	5	9	22	17	20	16
10	6	19	23	1	5	11	18	5	1	26	30	10	3	W.	W.

- D. 10-6 only draws. In the 1902 tourney and the team match Massachusetts vs New York, both Henderson and Dr. Schaefer play 10-7, Parrow by correct play drew, but Stenhouse lost.
- E. 19-23, 6-1, 23-26, 1-5, 26-30, 9-6, 2-9, 5-14, etc., W. W.
- F. At first glance it looks as if white could allow the piece and still win, but blacks draw quite cleverly.

5	1	10	14	18	27	31	26	16	11	26	22	3	7	7	11
22	6	2	7	*11	15	7	10	14	18	23	26	30	25	23	27
1	10	14	18	20	16	27	24	11	7	7	3	22	17	11	18
12	16	16	19	8	12	10	14	18	23	26	30	19	23	25	21

Drawn.

GAME No. 154. EDINBURGH, 9-13, 22-18.

Black, Halliwell; White, Dearborn.

9	13	18	11	4	8	27	24	10	15	21	17	9	13	11	15
22	18	16	23	a-32	27	b-6	9	20	11	12	16	17	14	23	26
10	15	27	18	1	6	18	15	18	22	11	8	2	6	30	23
25	22	8	15	29	25	11	18	25	18	16	19	8	11	22	25
6	10	18	11	8	11	20	11	15	22	8	3	6	9	10	6
23	19	7	16	24	20	7	16	26	17	19	23	14	10		
11	16	22	18	3	7	24	20	13	22	3	8	13	17	W.	W.

- A. Varies from preceding game.
- B. Loses, 10-14 would have drawn.

GAME No. 155. EDINBURGH, 9-13, 22-17.

Evening Session. Black, Dearborn; White, Halliwell.

9 13	8 12	16 19	7 14	9 18	9 18	2 6	14 17
22 17	28 24	24 15	26 22	31 26	30 26	28 24	25 21
13 22	4 8	11 18	1 6	3 7	5 9	7 10	17 26
25 18	<i>a</i> -18 14	29 25	22 15	<i>b</i> -26 23	32 28	24 19	15 11
12 16	10 17	6 9	14 18	6 9	9 13	10 14	8 15
24 20	21 14	14 10	23 14	23 14	26 22	27 24	19 1

Drawn.

A. Varies from game 5, Buchanan and Hill.

B. 26-22 better, and gives black a hard game.

GAME No. 156. EDINBURGH, 9-13, 22-17.

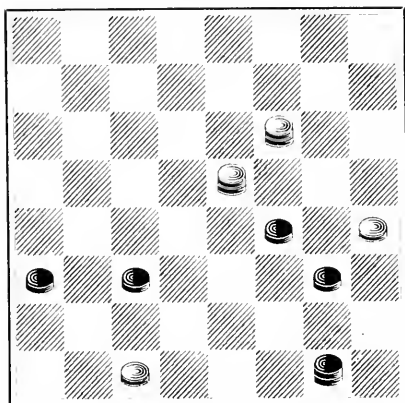
Black, Halliwell; White, Dearborn.

9 13	18 11	9 14	25 22	7 10	<i>a</i> -24 19	12 19	31 27
22 17	8 15	29 25	14 18	27 23	15 24	23 16	5 9
13 22	21 17	4 8	23 14	3 7	28 19	7 11	27 23
25 18	5 9	24 20	10 17	32 28	11 15	16 7	<i>b</i> -9 14
11 15	17 13	8 11	28 24	1 5	19 16	2 11	B. W.

A. Loses and varies from game 117. Halliwell and Barker, where 23-18 was played.

B. The score book carries the play no further. Mr. Dearborn, however, continued with 23-19, 15-24, 22-18, 14-23, 26-19, play continued, and this position was reached.

BLACK.



WHITE.

Black, Halliwell to play

Mr. Halliwell missed his win somewhere between the closing moves given in trunk and this diagram. Halliwell now played 32-28, and the play continued 15-18, 22-25, 18-22, 25-29, 11-16, 19-23, 16-19, 23-27, Dearborn now played 19-23, and Halliwell finally won, by playing into 32. Instead of Mr. Dearborn's last move 19-23, Mr. Asa Richardson of Lowell, shows that 20-16 would have drawn.

BOARD No. 10. MORRALL AND HEAD.

GAME No. 157. KELSO, 10-15, 24-19.

Afternoon Session. Black, Head; White, Morrall.

10 15	25 22	10 17	27 18	1 5	28 19	10 15	23 18
24 19	11 15	21 14	6 9	32 28	11 15	9 6	31 27
15 24	27 24	7 10	a-29 25	5 9	b-30 25	27 31	*20 16
28 19	8 11	14 7	9 14	25 21	15 24	25 22	11 20
6 10	23 18	3 10	18 9	9 13	22 18	4 8	18 11
22 17	14 23	31 27	5 14	24 20	24 27	6 2	27 23
9 14	17 14	2 6	26 23	15 24	18 9	8 11	2 6

Drawn.

- A. Varies from game 100, Searight and Head.
 B. The ending is very critical for white, all of its principal features were published some 25 years ago, by Frank Dunne, coming originally from the 26-23 line of the Ayrshire Lassie.

GAME No. 158. KELSO, 10-15, 24-19.

Black, Morrall; White, Head.

10 15	25 22	10 17	27 18	1 5	19 16	10 14	7 10
24 19	11 15	21 14	6 9	30 26	12 19	7 2	17 21
15 24	27 24	7 10	a-32 28	5 9	23 16	14 18	10 15
28 19	8 11	14 7	9 14	24 20	b-9 13	2 7	19 24
6 10	23 18	3 10	18 9	15 24	16 11	18 25	26 23
22 17	14 23	31 27	5 14	28 19	14 17	29 22	21 25
9 14	17 14	2 6	26 23	11 15	11 7	15 19	22 18

Drawn.

- A. Varies from preceding game, but taken in game 100, Head and Searight.
 B. Varies from game 100.

GAME No. 159. DYKE, 11-15, 22-17,

Evening Session. Black, Head; White, Morrall.

11 15	11 15	3 8	9 13	20 24	17 14	9 14	9 13
22 17	27 23	32 27	18 11	22 18	10 7	19 23	26 30
15 19	4 8	8 12	19 24	24 28	14 10	14 17	17 22
24 15	23 16	29 25	28 19	18 15	7 3	23 26	16 19
10 19	8 12	9 14	16 30	13 17	28 32	32 28	13 17
23 16	22 18	17 10	11 8	21 14	8 12	3 8	
12 19	12 19	6 15	12 16	30 21	1 5	2 6	
25 22	18 11	27 23	8 3	14 10	12 16	8 12	
8 11	7 16	a-5 9	16 20	21 17	5 9	6 9	
30 25	25 22	23 18	3 8	15 11	16 19	12 16	Drawn.

- A. Varies from game 62, Denvir and A. Jordan.

GAME No. 160. WHILTER, 11-15, 22-17.

Black, Morrall; White, Head.

11	15	26	23	16	20	22	15	15	18	2	7	26	12	21	17
22	17	7	11	19	16	10	26	22	15	8	11	14	10	11	15
8	11	29	25	12	19	30	23	10	26	7	16	12	8	17	14
23	19	9	14	23	7	11	15	6	2	14	18	10	7	1	5
a-3	8	31	26	2	11	25	22	26	31	23	14	8	11	28	24
25	22	5	9	26	23	6	10	27	23	31	26	7	2		
11	16	b-17	13	15	18	13	6	20	27	32	23	4	8	Drawn.	

A. Varies from games 3 and 45.

B. From the Whilter the position is usually brought up thus:

11-15, 23-19, 9-14, 22-17, 7-11, 25-22, 11-16, 26-23, 5-9, 17-13,
3-7, 29-25, 7-11, 31-26.

THIRD DAY'S SCORE.

America 5; Great Britain 12; Drawn 23.

FOURTH DAY'S SCORE.

America 2; Great Britain 10; Drawn 28.

FIFTH DAY'S PLAY.

BOARD No. 1. STEWART AND HEFFNER.

GAME No. 161. SINGLE CORNER, 11-15, 22-18.

Afternoon Session. Black, Heffner; White, Stewart.

11	15	18	14	10	17	23	19	6	10	<i>h</i> -27	18	10	15	7	11
22	18	10	17	21	14	<i>b</i> -3	7	<i>j</i> -28	24	20	27	9	6	15	19
15	22	21	14	2	6	<i>c</i> -19	15	<i>g</i> -11	16	32	23	7	11	23	16
25	18	16	20	26	23	<i>d</i> -8	12	18	15	17	21	6	2	12	19
12	16	23	18	13	17	15	8	16	23	14	9	11	16	26	22
29	25	6	10	31	26	4	11	15	6	5	14	2	7	19	24
<i>a</i> -9	13	25	21	7	11	<i>e</i> -24	19	1	10	18	9	16	20	Drawn.	

- A. Now into what is known as the Flora Temple line.
- B. The tricks hidden behind this homely and awkward looking move are very deceptive and brilliant. The Americans had hopes the British were unacquainted with its finer points, but found the Scotch contingent thoroughly informed, the Boston Herald representative in preparing it for the press called it the Dodger, a name that seems to have stuck.
- C. Later on in the match Barker got a chance to put the Dodger on to Gardner, who it appears, was unacquainted with its finest points, he cut off 26-22, here which opens the way for a very fine black win, but owing to an oversight on Barker's part he escaped with a draw.
- D. Barker got the Dodger on again on the last day with R. Jordan, but not being as well seasoned on the play as he thought, got slightly mixed or twisted, he played 6-10 and Jordan scored the win.
- E. White can again fall into the loss mentioned at C, by cutting 26-22, 17-26, 30-23, 5-9, 14-5, 7-10. For continuation, see game 228, Barker and Gardner.
- F. 26-22, 17-26, 30-23, 10-17, 19-15, 11-16, 18-14, 16-19, 23-16, 12-19, 15-10, 5-9, 10-3, etc., drawn.

G

1 6 19 15 16 19 23 16 19 26 23 19 25 30
 32 28 10 19 27 23 12 19 30 23 21 25 15 11
 11 16 24 15 17 21 26 23 6 9 19 16 W. W.

H. Morrall had heard of the Dodger being tried on Stewart, and reviewed the play, but when it came his turn to face it against Denvir he scrutinized it more closely, and thought to improve on Stewart, he jumped 26-19 and saw a few moments after the Scotch sacrifice that upset his little plan, and lost the game in disgust.

GAME No. 162. SINGLE CORNER, 11-15, 22-18.

Black, Stewart; White, Heffner.

11 15 9 18 10 17 4 8 10 17 20 27 19 23 10 17
 22 18 23 14 25 21 30 25 22 13 32 14 22 17 21 14
 15 22 10 17 1 6 b-16 20 8 12 12 16 7 10 23 27
 25 18 21 14 21 14 24 19 c-19 15 25 21 14 7 14 10
 12 16 6 10 8 11 6 10 11 18 16 19 3 10
 a-18 14 29 25 26 22 31 26 27 24 26 22 17 14 Drawn.

A. Varies from game 161.

B. Barker, in the match for the championship with R. Jordan, played 8-12.

C. The critics watching the wall board thought this dangerous, it is only seemingly so, and is white's best play.

GAME No. 163. KELSO, 11-16, 22-17.

Evening Session. Black, Heffner; White, Stewart.

11 16 18 9 16 23 30 26 6 10 31 22 11 16 15 6
 22 17 6 22 27 18 5 9 24 19 7 10 27 23 31 27
 a-10 15 26 17 12 16 26 23 13 17 9 6 20 24 23 18
 23 18 8 11 28 24 9 13 21 14 10 14 22 17 16 23
 15 22 29 25 16 20 17 14 10 17 18 9 24 27
 25 18 4 8 32 27 c-2 6 25 22 1 10 18 15
 9 14 b-24 19 8 12 14 9 17 26 23 18 27 31 Drawn.

- A. Now Kelso brought up by 10-15, 22-17, 11-16.
 B. Considered white's strongest play.
 C. Playing for 24-19, 13-17. Now 14-9, 6-13, 21-14, 13-17, 25-21, Draws; but 25-22 instead of 14-9 loses, and 31-26 gives black a trap by 12-16, 19-12, 3-8, 12-3, 11-16, 3-10, 6-31. When playing we thought this trap would eventually give black a win, but upon examining it since, we find white can draw.

GAME No. 164. DYKE, 11-16, 22-17.

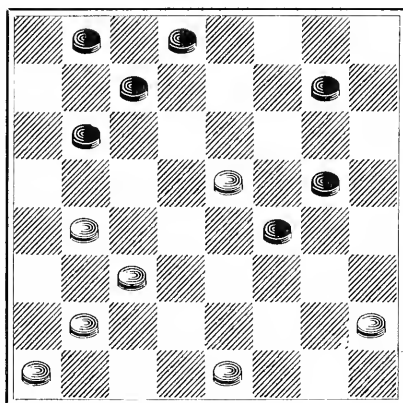
Black, Stewart; White, Heffner.

11	16	30	26	7	10	26	22	6	15	18	15	2	6	7	3
22	17	8	12	24	15	a-19	23	18	11	13	17	10	7	22	26
16	19	27	24	10	19	22	18	23	27	11	8	6	9	3	7
24	15	4	8	17	14	16	20	31	24	17	22	7	2	26	31
10	19	24	15	9	18	25	22	20	27	15	11	9	13	7	10
23	16	10	19	22	15	8	12	14	10	22	26	11	7	31	26
12	19	32	27	5	9	17	14	27	31	8	4	13	17	10	15
26	22	3	7	21	17	9	13	22	18	26	30	8	11	26	31
7	10	27	24	12	16	15	10	31	27	4	8	17	22		

Drawn by mutual consent.

- A. A win is missed here, see diagram.

BLACK.



WHITE.

Black to play and win.

2 7 9 13 13 22 8 15 16 20 1 5
 22 18 1-31 27 15 11 18 2 25 18 B. W.

VARIATION 1.

b-25 22 6 9 29 25 19 23 10 3 27 23 2 6 9 25
 16 20 17 14 8 12 15 10 32 27 7 2 19 15 6 10
 31 27 1 5 25 21 23 32 3 7 23 19 18 11 5 9
 B. W.

B. 25-21, 13-22, 15-11, 8-15, 18-2, 1-5, B. W.

BOARD No. 2. BUCHANAN AND GROVER.

GAME No. 165. SINGLE CORNER, 11-15, 24-20.

Afternoon Session. Black, Buchanan; White, Grover.

11 15 22 18 3 8 26 17 5 14 25 22 8 11 11 2
 24 20 15 22 32 28 9 13 29 25 17 26 19 15 1 5
 8 11 25 18 11 16 30 25 14 17 31 22 11 16 2 9
 28 24 6 10 20 11 13 22 21 14 4 8 6-15 11 5 32
 a-10 14 b-24 19 8 22 25 9 10 17 23 18 2 6 B. W.

A. Varies from games 11 and 89.

B. Brought up from the Single Corner thus: 11-15, 22-18 15-22,
 25-18, 10-14, 24-19, 8-11, 28-24, 6-10, 24-20.

C. A bad blunder, 22-17 draws.

22 17 17 14 15 10 10 3 3 8 8 11 28 24 24 20
 16 19 19 23 23 32 32 27 27 23 1 6 23 27 Drawn.

GAME No. 166. AYRSKIRE LASSIE, 11-15, 24-20.

Black, Grover; White, Buchanan.

11 15 32 28 7 10 18 15 4 8 16 7 c-10 15 30 26
 24 20 6 9 a-24 19 11 18 19 16 2 11 22 18 12 16
 8 11 23 18 15 24 22 6 12 19 26 22 15 22 29 25
 28 24 10 14 28 19 1 10 23 16 8 12 25 18 16 19
 9 13 26 23 b-3 7 31 26 7 11 27 23 13 17 Drawn

- A. Varies from game 89, R. Jordan and Reynolds.
- B. The beginning of an original and interesting game.
- C. If 12-16, then the cut 22-17 draws.

GAME No. 167. SECOND DOUBLE CORNER, 9-14, 24-19.

Evening Session. Black, Buchanan; White, Grover.

9 14	5 14	15 24	6 13	1 5	15 24	10 17	13 22
24 19	28 19	28 19	29 25	18 9	27 20	20 16	18 15
11 15	b-8 11	4 8	10 14	5 14	3 7	12 19	c-7 10
a-22 18	25 22	22 18	25 22	26 22	22 18	23 16	
15 24	11 15	8 11	7 10	11 15	14 17	17 22	
18 9	32 28	18 9	22 18	30 26	21 14	26 17	Drawn.

- A. Varies from game 21. A. Jordan and Dearborn.
- B. From the Second Double Corner, the position is reached thus:
11-15, 24-19, 15-24, 28-19, 8-11, 22-18, 9-14, 18-9, 5-14.
- C. Apart from being equally contested, the game appears featureless.

GAME No. 168. SECOND DOUBLE CORNER, 9-14, 24-19.

Black, Grover; White, Buchanan.

9 14	28 19	a-7 11	25 22	b-11 15	16 7	20 24	14 7
24 19	8 11	22 18	11 15	31 26	2 11	23 19	6 10
11 15	25 22	1 5	22 17	1-3 7	26 23	14 18	7 3
22 18	11 15	18 9	15 24	20 16	11 16	22 17	10 15
15 24	32 28	5 14	27 20	12 19	30 26	24 28	3 7
18 9	15 24	29 25	8 11	23 16	16 20	17 14	15 19
5 14	28 19	4 8	26 22	7 11	17 13	15 24	7 11

Drawn.

- A. Varies from preceding game, and is much more interesting.
- B. From here out the play is very critical and well handled by both players.

VARIATION I.

Another interesting and critical line would run thus:

2 7 12 19 14 18 15 19 19 24 26 22 or 16 11
20 16 23 16 30 25 22 15 Drawn.

BOARD No. 3. R. JORDAN AND HERR.

GAME No. 169. KELSO, 10-15, 22-17.

Afternoon Session. Black, R. Jordan; White, Herr.

10 15 25 18 8 11 27 18 16 20 *b*-24 19 7 14 27 18
22 17 9 14 29 25 12 16 30 26 10 14 25 22 6 9
11 16 18 9 4 8 28 24 1 6 18 9 2 6 22 17
23 18 6 22 24 19 *a*-8 12 26 23 5 14 23 18
15 22 26 17 16 23 31 27 6 10 17 10 14 23 Drawn.

A. Varies from game 163, Heffner and Stewart.

B. 25-22 would have made a more interesting finish.

25 22 *d*-17 13 18 14 23 16 22 8 27 23 23 19
c-10 15 12 16 16 19 15 18 3 28 2 6 6 10 Drawn.

C. Looks as if anything else would prove fatal.

D. 18-14 then 7-10 or 11-16 draw, the latter very close.

GAME No. 170. KELSO, 10-15, 22-17.

Black, Herr; White, R. Jordan.

10 15 18 9 16 19 27 24 10 17 23 18 2 9 27 18
22 17 6 22 17 14 *c*-19 23 21 14 11 16 13 6 30 26
11 16 26 17 11 15 *d*-24 19 8 11 20 11 *e*-12 16 14 10
23 18 8 11 25 22 18 22 31 27 7 23 24 19 26 23
15 22 29 25 1 6 28 24 23 26 14 10 16 23 18 15
25 18 4 8 22 17 6 10 30 23 23 26 18 14 23 18
9 14 *a*-24 20 *b*-15 18 17 13 22 25 19 6 26 30 15 11
Drawn.

- A. Varies from preceding game, but does not appear to be as strong.
 B. 6-10 appeals to our fancy here.
 C. Looks rather dangerous, though we think likely it is sound for a draw, the following is our choice.

18 22 2 7 6 10 19 24 15 19 22 25 25 22 19 23
 24 15 32 27 13 9 28 19 23 16 20 16 7 2 15 19
 7 10 8 11 10 17 15 24 12 19 25 29 5 9 24 28
 14 7 21 17 9 6 2 6 6 10 16 11 2 7 19 17
 3 19 11 15 7 10 10 15 17 21 29 25 9 13 13 22
 17 14 17 13 6 2 27 23 10 15 11 7 7 11 Drawn.

- D. The following it seems would have given white a stronger game.

14 10 31 26 26 19 17 14 19 10 21 17 17 13 10 6
 6 15 7 10 18 23 10 17 17 22 22 26 26 31 Drawn.

- E. Blacks seem to have an advantage on this ending, but it disappears after this move.

GAME No. 171. DENNY, 10-14, 24-20.

Evening Session. Black, R. Jordan; White, Horr.

10 14 26 10 9 14 25 21 7 10 27 23 11 15 30 23
 24 20 6 15 28 24 15 19 29 25 18 27 26 23 6 10
 11 15 a-21 17 4 8 24 15 8 11 32 7 15 18 13 9
 22 18 8 11 31 26 11 18 19 16 2 11 22 15 10 15
 15 22 17 13 1 6 23 19 12 19 25 22 10 26 9 6
 Drawn.

- A. Varies from game 17, Barker and Searight.

GAME No. 172. DENNY, 10-14, 24-20.

Black, Horr; White, R. Jordan.

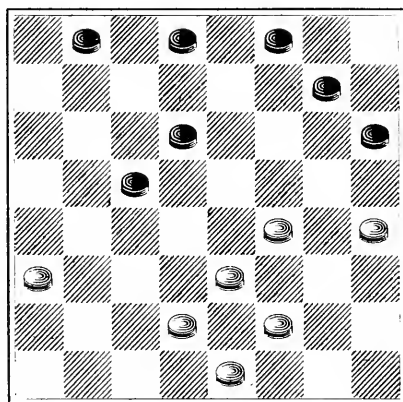
10 14 *b*-7 10 5 9 *c*-2 7 11 15 24 27 14 18 23 19
 24 20 21 17 29 25 26 22 19 16 23 19 17 13 2 6
 11 15 9 13 4 8 7 11 12 19 27 31 10 14 14 17
 22 18 30 26 24 19 22 18 23 16 16 12 13 9 21 14
 15 22 13 22 15 24 1 5 15 19 31 27 31 26 8 11
 26 10 25 11 28 19 18 9 27 23 19 16 9 6
 6 15 8 15 9 14 5 14 19 24 27 31 26 23
a-28 24 32 28 25 21 31 26 26 22 22 17 6 2 Drawn.

A. Varies from preceding game.

B. Varies from game 17, Barker and Searight.

C. A win is missed here, see diagram.

BLACK.



WHITE.

Black to play and win.

1 5 16 12 5 9 17 10 11 15 8 4 32 28 10 17
d-19 16 2 7 26 22 7 14 16 11 24 28 11 15 13 22
 12 19 *e*-27 23 10 14 24 19 15 19 4 8 28 24 21 17
 23 16 18 27 22 17 9 13 11 8 28 32 15 10 19 15
 14 18 31 24 8 11 19 16 19 24 8 11 24 19 B. W.

- D. 26-22, 8-11, 22-18, 3-7, 18-9, 5-14, 31-26, 14-18, 23-14, 10-17, 21-14, 11-16, B. W.
- E. 20-16, 5-9, 21-17, 18-23, 26-19, 9-13, 17-14, 10-17, 27-24, 8-11, 24-20, 17-22, etc., B. W.

BOARD No. 4. FERRIE AND HEAD.

GAME No. 173. KELSO EXCHANGE, 10-15, 22-18.

Afternoon Session. Black, Head; White, Ferrie.

10 15	11 15	4 8	13 17	7 10	10 15	10 15	7 10
22 18	18 11	25 22	22 13	27 24	24 19	27 24	24 19
15 22	8 24	8 11	10 15	1 6	15 24	22 26	22 26
25 18	28 19	b-23	18 19	10 32	27 20	30 23	18 14
9 13	a-6	10 c-2	6 6	22 3	7 6	10 15	22 11
24 19	29 25	26 23	21 17	23 18	31 27	23 18	Drawn.

- A. Varies from game 60, Horr and Searight.
- B. The pieces have again been brought to the same position at this point as in game 60.
- C. Here the play differs from that game.

GAME No. 174. KELSO EXCHANGE, 10-15, 22-18.

Black, Ferrie; White, Head.

10 15	11 15	8 11	6 15	6 9	9 14	17 22	22 25
22 18	18 11	a-18	14 30	26 b-14	10 28	24 23	19 6
15 22	8 15	12 16	11 16	7 14	16 20	14 18	5 9
25 18	25 22	24 19	27 23	22 18	24 19	10 6	21 17
9 13	4 8	16 23	2 6	15 22	13 17	1 10	
29 25	23 18	26 10	32 27	26 10	19 15	15 6	Drawn.

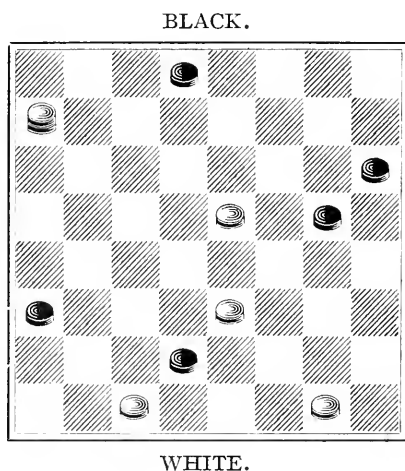
- A. Varies from game 95, Ferrie and Grover.
- B. A neat line for a draw here runs thus:
28-24, 9-25, 24-19, 15-24, 27-2, 25-30, 26-22, 5-9, 22-18, 30-25, 18-15, 25-22, 15-10, Drawn.

GAME No. 175. KELSO, 10-15, 21-17.

Evening Session. Black, Head; White, Ferrie.

10 15 25 18 c-9 13 28 24 11 16 19 15 19 23 30 23
 21 17 9 14 17 14 20 27 24 20 22 26 18 15 19 26
 11 16 17 10 d-13 17 31 24 3 7 f-5 9 31 27 3 7
 23 18 b-6 22 27 23 e-1 5 20 11 26 31 15 11 16 19
 16 20 26 17 8 11 22 18 7 16 23 18 27 24
 18 11 5 9 14 9 5 14 5 1 16 19 10 7
 8 15 24 19 17 21 18 9 14 17 15 10 24 19
 a-22 18 4 8 25 22 10 14 1 5 12 16 7 3
 15 22 29 25 7 10 9 5 17 22 9 14 23 26 Drawn.

- A. Varies from game 58, Horr and Searight.
- B. 7-23 is also a good way of capturing.
- C. This seems to take away a little of black's strength.
- D. Black's game begins to weaken perceptively after this.
- E. This may not be a loser, however, 10-14 is much stronger and draws.
- F. This seems to allow black to squeeze out a draw, the following wins:



15 10 10 6 5 14 23 18 14 17 17 22
 26 31 2 9 31 27 27 24 24 19 etc. B. W.

GAME No. 176. KELSO, 10-15, 21-17.

Black, Ferrie; White, Head.

10	15	22	18	9	14	25	21	14	17	25	21	11	18	27	18
21	17	15	22	18	9	7	10	21	14	4	8	23	7	6	9
11	16	25	18	5	14	26	22	10	26	22	18	2	11	13	6
17	13	8	11	24	19	3	7	31	22	8	11	a-21	17	1	10
16	20	29	25	11	16	30	25	7	10	18	15	16	23	Drawn.	

A. Played the same to here as game 57, Searight and Horr.

BOARD No. 5. SEARIGHT AND SCHAEFER.

GAME No. 177. KELSO BRISTOL, 10-15, 24-20.

Afternoon Session. Black, Schaefer; White, Searight.

10	15	7	10	6	10	3	10	5	9	10	15	9	14	14	17
24	20	24	15	d-17	14	22	18	29	25	27	24	20	16	21	14
a-15	19	10	19	9	18	15	22	4	8	15	22	12	19	6	10
23	16	c-21	17	26	23	25	18	31	27	23	19	24	15	15	6
12	19	11	15	19	26	8	11	8	12	11	15	2	6	1	17
b-27	24	32	27	30	7	27	23	25	21	19	10	10	7	Drawn.	

A. Gives the Kelso a Bristol appearance, the difference being the piece on 11 instead of 10.

B. First introduced we believe in play by Ferrie.

C. A favorite with most the players in this match, and made to prevent the piece on 9 being placed on 14.

D. This break up was invariably taken for otherwise black secures a very commanding game.

GAME No. 178. KELSO BRISTOL, 10-15, 24-20.

Black, Searight; White, Schaefer.

10	15	27	24	11	15	26	23	15	22	29	25	9	13	25	22
24	20	7	10	32	27	19	26	25	18	4	8	23	19	2	6
15	19	24	15	6	10	30	7	8	11	31	27	10	14	19	16
23	16	10	19	17	14	3	10	27	23	a-1	5	18	9	11	15
12	19	21	17	9	18	22	18	5	9	27	24	5	14	16	11

and 14 17 Drawn.

A. Varies from preceding game.

GAME No. 179. DOUBLE CORNER DYKE, 9-14, 22-17.

Evening Session. Black, Schaefer; White, Searight.

9	14	23	16	8	12	32	27	1	5	24	20	31	27	28	24
22	17	12	19	17	13	7	10	30	25	15	18	7	2	19	28
11	16	17	10	2	6	25	21	9	14	20	11	5	9	18	15
25	22	6	15	27	23	8	12	22	17	18	27	2	7	10	19
16	19	21	17	4	8	27	24	7	11	26	22	27	23	17	1
24	15	5	9	23	16	3	7	27	23	27	31	22	18	9	14
10	19	29	25	12	19	31	27	11	16	11	7	12	16	7	10

W. W.

Dr. Schaefer lost this game exactly the same as Dearborn lost to Buchanan in game 47 on the second day.

GAME No. 180. FIFE, 9-14, 22-17.

Black, Searight; White, Schaefer.

9	14	17	13	19	26	29	22	18	27	31	26	7	11	13	6
22	17	14	18	30	5	10	14	32	23	8	12	28	24	2	27
11	15	19	16	15	18	22	17	8	11	26	23	3	7	19	15
23	19	12	19	b-25	22	14	18	23	19	11	16	17	14	11	18
a-5	9	26	23	18	25	27	23	4	8	24	20	6	9	20	2

Drawn.

- A. Now Fife brought up thus: 11-15, 23-19, 9-14, 22-17, 5-9.
 B. Varies from game 28, Schaefer and Gardner. There is nothing to be commented on from here out, as the play is old, and played many times before.

BOARD No. 6. A. JORDAN AND HILL.

GAME No. 181. PAISLEY, 12-16, 22-18.

Afternoon Session. Black, A. Jordan; White, Hill.

12	16	21	14	8	12	25	21	2	6	15	11	17	22	28	19
22	18	4	8	26	23	11	16	26	22	9	13	7	2	9	13
8	12	24	19	16	20	29	25	7	10	25	21	22	26	18	9
18	14	16	23	31	27	6	10	14	7	6	9	19	15	5	14
9	18	27	18	6	9	30	26	3	10	22	18	a-26	31	2	6
23	14	12	16	24	19	10	17	18	15	13	17	32	28	14	18
10	17	28	24	1	6	21	14	10	14	11	7	31	24	Drawn.	

- A. Varies from game 108, Hill and Gardner.

GAME No. 182. PAISLEY, 12-16, 22-18.

Black, Hill; White, A. Jordan.

12	16	24	19	6	9	29	25	10	14	19	15	16	19	24	19
22	18	16	23	25	21	7	10	15	11	26	30	9	18	31	26
8	12	27	18	1	6	14	7	6	9	a-2	6	19	24	19	12
18	14	12	16	30	26	3	10	22	18	30	26	27	23	26	19
9	18	28	24	6	10	26	22	13	17	6	13	12	16	18	14
23	14	16	20	24	19	9	13	11	7	26	10	32	28	10	17
10	17	31	27	10	17	25	21	17	22	18	9	24	27	21	14
21	14	8	12	21	14	2	6	7	2	5	14	28	24		
4	8	26	23	11	16	18	15	22	26	13	9	27	31	Drawn.	

- A. Varies from game 108, Hill and Gardner.

GAME No. 183. DEFIANCE, 9-14, 23-19.

Evening Session. Black, A. Jordan; White, Hill.

9	14	25	9	15	24	22	18	11	20	22	17	32	27	13	6
23	19	5	14	28	19	4	8	17	13	a-12	16	24	19	23	14
11	15	29	25	11	15	20	16	1	6	19	12	11	16	6	2
27	23	11	15	32	28	2	7	30	26	7	11	19	15	26	31
8	11	25	22	15	24	26	22	20	24	31	27	10	26	1	6
22	18	7	11	28	19	8	11	26	22	28	32	17	1	16	20
15	22	24	20	6	9	22	17	24	28	27	24	27	23	6	10

Drawn.

A. Varies from game 21, A. Jordan and Dearborn.

GAME No. 184. DOUBLE CORNER, 9-14, 23-19.

Black, Hill; White, A. Jordan.

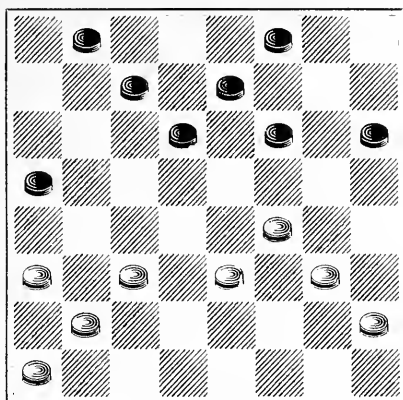
9	14	8	24	8	11	13	22	18	22	6	9	7	10	10	14
23	19	28	19	27	24	25	18	24	20	19	15	24	19	13	9
11	16	14	17	7	10	12	16	22	26	9	18	29	25	23	26
26	23	21	14	30	25	19	12	21	17	15	8	4	8	9	6
5	9	10	26	2	7	10	15	26	30	26	22	25	22	26	30
a-24	20	31	22	32	28	18	14	28	24	17	13	8	11	6	2
9	13	4	8	b-1	5	15	18	30	26	22	29	18	23	22	17
20	11	25	21	22	17	23	19	29	25	8	4	11	15	2	7

Drawn.

A. Decidedly weak, and a draw if any is not easy to find.

B. Mr. Jordan displays a fine bit of checkers in finding the draw from here, Mr. Hill however should have won.

BLACK.



28 24 12 16 20 16 10 14 13 6 10 15 22 17 15 19
 20 27 24 20 11 20 11 7 1 10 2 7 19 24 17 13
 31 24 16 19 18 11 6 9 7 2 14 18 7 11 18 23
 Drawn.

GAME 186. DUNDEE, 12-16, 21-17.

Black, Dearborn; White, Gardner.

12 16 23 14 8 11 25 21 3 7 18 11 16 20 28 24
 21 17 10 17 29 25 7 10 26 23 7 16 30 25 20 27
 16 20 22 13 4 8 *b*-23 19 11 16 27 18 12 16 18 14
a-17 14 11 15 26 23 5 9 23 18 20 27 21 17 9 18
 9 18 25 22 8 12 31 26 16 23 32 23 2 7 23 14
 Then 1-5 B. W.

A. Varies from game 185, and leads to some nice play.

B. Weak, and probably the loser, 30-26, draws, and gives white a full half of the game. The following while probably not the best that can be got from this move, is at least quite pretty, and answers the purpose of establishing a draw.

30 26 19 16 26 23 17 10 32 23 16 12 4 8 21 17
 5 9 12 19 15 18 7 14 20 24 28 32 1 6 6 10
 24 19 23 16 23 19 31 26 16 11 11 8 8 4 13 9
 15 24 9 14 *d*-10 15 15 19 24 28 32 28 24 19 10 14
 28 19 22 17 19 10 27 23 23 16 8 4 4 8 17 10
 11 15 *c*-2 7 6 15 18 27 14 18 28 24 19 24 18 23
 Drawn.

C. A stronger line here would run thus:

15 18 18 27 20 24 1 5 3 7 14 18 10 26 7 10
 27 23 *32 23 *e*-16 11 26 22 11 8 22 15 31 22 Drawn.

D. 18-22, 16-11, 7-23, 27-2, W. W.

E. 26-22, 24-27, 31-24, 14-18. B. W.

GAME No. 187. DYKE, 11-15, 22-17.

Evening Session. Black, Gardner; White, Dearborn.

11 15 12 19 4 8 7 16 5 14 10 19 6 10 20 24
 22 17 25 22 23 16 25 22 *b*-32 27 17 10 14 7 28 19
 15 19 8 11 8 12 *a*-6 10 2 6 6 15 3 10 15 24
 24 15 30 25 22 18 22 18 27 24 21 17 26 23 22 18
 10 19 11 15 12 19 9 14 16 20 1 6 19 26
 23 16 27 23 18 11 18 9 24 15 17 14 31 22 Drawn.

- A. Varies from game 62, Denvir and A. Jordan.
 B. The position at this point is very critical for black.

GAME No. 188. GLASGOW, 11-15, 22-17.

Black, Dearborn; White, Gardner.

11 15	11 16	3 7	14 23	2 7	1 6	19 23	26 30
22 17	24 20	28 24	17 14	27 18	21 14	26 19	15 10
8 11	16 23	7 16	10 17	6 10	6 10	17 22	a-5 9
23 19	27 11	24 20	21 14	29 25	30 25	19 15	
9 14	7 16	16 19	4 8	10 17	10 17	22 26	
25 22	20 11	22 18	31 27	25 21	25 21	18 14	Drawn.

- A. An old timer.

BOARD No. 8. HYND AND REYNOLDS.

GAME No. 189. DOUBLE CORNER, 9-14, 22-18.

Afternoon Session. Black, Hynd; White, Reynolds.

9 14	29 25	9 13	32 28	19 26	25 22	15 18	6 2
22 18	8 11	17 14	12 16	17 13	18 25	16 12	15 11
5 9	25 22	15 18	24 20	26 30	27 23	25 30	2 6
24 20	10 15	30 25	15 19	10 6	26 22	28 24	22 18
11 16	a-22 17	1 5	20 11	2 9	23 16	30 26	6 2
20 11	15 22	b-28 24	7 16	13 6	22 18	24 20	18 15
8 22	17 10	13 17	14 10	16 19	2 6	26 22	2 6
25 18	6 15	31 26	17 22	6 2	18 15	17 13	3 7
4 8	26 17	11 15	26 17	30 26	21 17	18 15	B. W.

- A. 28-24 would make this game the same as 115, Halliwell and Barker, and is also a better way of playing it.
 B. Looks like the loser. 27-24 would have drawn thus:

18 27	24 19	9 18	14 7	11 16	22 18	10 14	19 15
32 23	6 9	23 14	3 10	25 22	16 20	15 10	24 27
2 6	31 27	7 10	27 23	5 9	18 15	20 24	23 19

Drawn.

GAME No. 190. DOUBLE CORNER, 9-14, 22-18.

Black, Reynolds; White, Hynd.

9 14 18 11 *b*-9 13 25 22 8 11 27 24 10 19 16 7
 22 18 8 24 22 18 14 17 29 25 16 20 23 16 *c*-2 11
 5 9 28 19 1 5 21 14 11 16 30 26 12 19
 24 19 4 8 18 9 10 26 25 21 20 27 32 16
 11 15 *a*-26 22 5 14 31 22 6 10 19 15 7 11 Drawn.

- A. Something new, but not as strong as the standard reply 25-22.
- B. 8-11 looks stronger.
- C. An original game evenly contested.

GAME No. 191. KELSO, 10-15, 21-17.

Evening Session. Black, Hynd; White, Reynolds.

10 15 15 22 8 11 *a*-4 8 6 13 13 17 22 25 16 19
 21 17 25 18 24 19 *b*-30 26 26 22 10 6 6 2 23 16
 11 16 9 14 11 16 *c*-14 18 2 6 1 10 9 13 12 19
 17 13 18 9 25 21 22 15 22 18 18 15 2 6 15 10
 16 20 5 14 7 10 10 14 6 9 17 22 25 29
 22 18 29 25 26 22 *d*-13 9 15 10 15 6 19 15 W. W.

- A. First played by Barker, in his first match with Freeman for the championship of America. Of late years it seems to have lost its charm, for 3-7 is now more general.
- B. Freeman played 22-18.
- C. Quite natural yet loses, Reynolds is quite sharp at tricks, and no doubt saw the effect of this one before setting it up.
- D. The move that fooled Hynd, and wrecked his prospects of a black win.

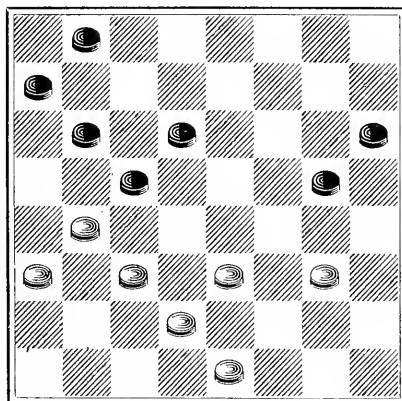
GAME No. 192. KELSO, 10-15, 21-17.

Black, Reynolds; White, Hynd.

10 15 9 14 3 7 7 16 16 19 32 28 28 24 5 9
 21 17 25 21 29 25 c-30 26 23 16 2 7 11 7 19 16
 11 16 4 8 11 16 d-6 9 12 28 5 9 9 13 24 19
 23 18 22 17 25 22 13 6 26 23 7 11 7 2 16 12
 16 20 b-7 10 16 23 2 9 28 32 15 18 14 18 22 25
 18 11 26 23 27 11 28 24 10 7 22 15 2 6 12 8
 8 15 8 11 20 27 e-10 15 9 14 1 5 18 22 25 30
 a-17 13 23 19 32 23 17 10 7 2 23 19 6 10 W. W.

- A. Varies from games 58 and 175. 17-14 is more usual, the text first came to our notice as being played by Ferrie against Freedman in one of the Scottish tourneys.
- B. Freedman played 6-10 and a very interesting game resulted therefrom.
- C. The position is very deceptive here.
- D. Well played, and the only sound move as well.
- E. Loses, but quite excusable. Reynolds was on new ground from A, while his opponent most likely was acquainted with the play. 9-13 also loses by 22-18, 13-22, *26-17. The draw is a very narrow one. See diagram.

BLACK.



WHITE.

Black to play and draw.

16	20	23	16	28	32	g-23	19	19	23	3	7	13	22	
24	19	20	24	7	2	28	24	12	8	1	6	21	17	
9	13	16	11	32	28	19	16	23	26	31	26	14	21	
19	16	24	28	26	23	24	19	8	3	30	23	7	5	
12	19	11	7	5	9	16	12	26	30	22	18	27	18	Drawn.

G. The following is exceedingly close:

2	7	28	24	16	11	14	23	5	9	15	11	31	26	16	19
<i>h</i> -28	24	16	20	24	28	7	5	1	5	22	18	25	30	7	2
7	11	24	28	11	7	*24	19	9	6	26	30	26	22	30	25
24	28	20	16	28	24	17	14	23	26	6	1	11	16		
11	16	28	24	23	18	19	15	14	10	30	25	10	7	Drawn.	

H.

1	5	28	24	24	20	20	24	24	19	19	23	<i>i</i> -23	26	26	30
7	11	*11	8	23	19	19	16	16	11	11	7	7	2	8	11
														W. W.	

I.

23	19	2	7	19	23	7	2	30	26	6	15	18	25	15	29
7	2	15	19	12	16	26	30	2	6	14	18	17	14		
19	15	8	12	23	26	16	11	26	30	11	7	9	18	W. W.	

BOARD No. 9. HALLIWELL AND DENVIR.

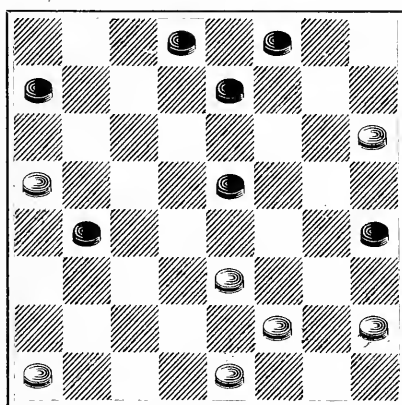
GAME No. 193. DUNDEE, 12-16, 22-18.

Afternoon Session. Black, Denvir; White, Halliwell.

12 16 8 15 4 8 11 15 9 18 10 17 c-11 16 2 9
 22 18 30 26 19 16 17 13 23 14 26 23 19 15 13 6
 16 20 9 14 5 9 1 5 19 17 b-7 11 16 19 17 22
 a-26 22 24 19 22 17 32 28 25 21 23 19 15 10 6 2
 11 15 15 24 8 11 14 17 6 10 15 24 19 24
 18 11 28 19 16 12 21 14 21 14 28 19 10 6 Drawn.

- A. Varies from game 137, Reynolds and Searight.
 B. A win is missed here. (See diagram.)

BLACK.



WHITE.

Black to play and win.

2 6 23 18 30 25 6 2 15 18 2 6 25 30
 29 25 7 11 10 1 11 16 2 7 18 22 6 2
 17 21 18 14 25 18 2 6 10 15 6 2 30 25
 25 22 25 30 1 6 14 10 7 2 22 25 2 6
 21 25 d-14 10 18 14 6 2 16 19 2 6 25 22 etc. B. W

- C. 2-7 is much stronger

D.

27 24 11 16 10 1 16 19 6 2 18 22 16 11 22 26
 20 27 14 10 25 18 1 6 15 18 20 16 18 15
 31 24 30 25 24 20 18 14 2 6 14 18 11 8 etc., B. W

GAME No. 194. SECOND DOUBLE CORNER, 12-16, 22-18.

Black, Halliwell; White, Denvir.

12 16 b-4 8 11 15 11 15 6 10 6 10 11 16 14 17
 22 18 18 14 24 19 18 11 25 21 e-22 17 27 23 19 15
 8 12 9 18 15 24 7 23 10 17 7 11 5 9 10 26
 25 22 23 14 c-28 19 26 19 21 14 14 7 17 13 31 13
 16 20 10 17 8 11 2 7 1 6 3 10 9 14
 a-29 25 21 14 22 18 d-30 26 26 22 32 28 13 9 Drawn.

A. Varies from game 81, Dearborn and Stewart, also game 117, Horr and Morrall.

B. 10-14 is the usual reply.

C. The position at this point is brought up from the Second Double Corner thus:

11 15 15 24 8 11 11 16 4 8 16 20 9 18 10 17
 24 19 28 19 22 18 25 22 29 25 18 14 23 14 21 14

D. 25-22 is a very strong move here.

E.

31 26 22 13 26 22 22 18 27 18 18 14 14 10 10 7
 10 17 7 10 f-10 14 14 23 20 24 3 8 8 11 11 16
 Drawn.

F.

3 8 22 17 8 11 32 28 11 16 27 23 20 24 23 18
 W. W.

GAME No. 195. DENNY, 10-14, 24-20.

Evening Session. Black, Denvir; White, Halliwell.

10	14	6	10	9	25	1	6	10	19	11	16	3	7	7	10
24	20	a-25	22	29	22	27	24	32	27	20	11	30	26	23	16
11	15	14	18	5	9	15	19	7	11	8	22	4	8	c-12	19
22	17	23	14	17	13	24	15	22	18	26	17	b-27	23	B. W.	

- A. Varies from game 38, Reynolds and Morrall.
 B. Loses, the following draws, 27-24, 7-10, 24-15, 10-19, 26-23, 19-26, 31-22, Drawn.
 C. The copy book stops here, the continuation probably ran thus: 31-27, 10-15, 27-24, 2-7, 26-22, 7-10, 24-20, 8-11, B. W.

GAME No. 196. DENNY, 10-14, 24-20.

Black, Halliwell; White, Denvir.

10	14	23	14	15	19	23	16	12	19	22	17	3	10	7	2
24	20	9	25	23	16	12	19	31	27	14	18	16	11	15	19
11	15	29	22	12	19	32	27	7	10	23	14	19	24	2	7
22	17	5	9	30	26	4	8	20	16	9	18	28	19	18	23
6	10	17	13	10	15	27	23	b-10	14	17	14	15	24	c-26	22
25	22	a-2	6	27	23	8	12	27	23	6	10	11	7		
14	18	26	23	8	12	23	16	1	5	14	7	10	15	Drawn.	

- A. Varies from game 195.
 B. If 1-5 then 16-12 or 16-11 or 27-24 draw, but 22-17 would lose thus: 22-17, 15-18, 17-14, 10-17, 21-14, 19-23, 26-19, 18-22, B. W.
 C. Original and very interesting throughout.

BOARD No. 10. MORRALL AND BARKER.

GAME No. 197. MILLBURY, 10-14, 22-18.

Afternoon Session. Black, Morrall; White, Barker.

10	14	<i>a</i> -8	11	4	8	5	9	10	19	20	27	5	9	18	25
22	18	18	15	28	24	30	25	24	15	31	15	24	20	21	14
11	16	11	18	7	10	1	5	7	11	<i>b</i> -14	17	9	14		
25	22	22	15	32	28	19	16	16	7	21	14	20	16		
16	20	9	13	2	7	12	19	3	19	9	18	14	17		
29	25	24	19	25	22	23	16	27	24	28	24	25	21	Drawn.	

A. The game from here to the end is played exactly the same as one played between Heffner and Barker for the American championship.

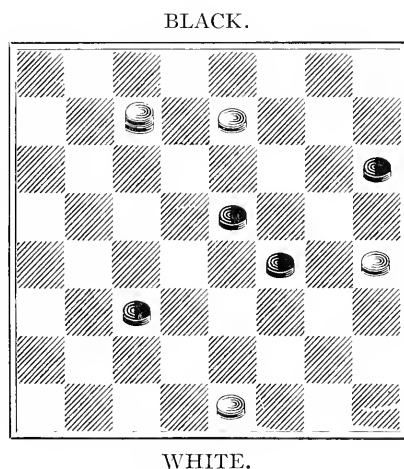
B. Several years after the Heffner-Barker match game, Reed against Barker played 8-12, which brought the play into a very old and well known ending, arising originally from another opening, the text books give Reed the credit for the play in the body of this game, while the insignificant little bit from B to the end is credited as played between Heffner and Barker.

GAME No. 198. BRISTOL, GLASGOW, 10-14, 22-18.

Black, Barker; White, Morrall.

10	14	5	9	5	14	<i>d</i> -2	7	16	19	25	30	25	22	32	28
22	18	26	17	23	18	14	9	2	6	2	7	19	23	23	18
11	16	9	14	14	23	7	10	<i>f</i> -18	22	19	23	22	25	<i>i</i> -24	27
25	22	17	10	27	18	23	18	14	10	15	18	15	18	31	24
16	20	7	14	20	27	<i>e</i> -4	8	11	15	23	27	25	30	28	19
<i>a</i> -22	17	29	25	32	23	24	20	<i>g</i> -10	7	<i>h</i> -18	23	18	22	18	22
9	13	8	11	7	10	8	11	19	24	27	32	28	32	19	23
17	10	25	22	18	14	9	6	6	10	23	19	22	18		
6	22	3	7	10	17	10	15	15	19	32	28	32	28		
26	17	22	18	21	14	18	14	10	15	7	10	18	15		
<i>b</i> -13	22	1	5	<i>c</i> -11	16	15	18	22	25	30	25	28	32		
30	26	18	9	28	24	6	2	7	2	10	15	15	11	Drawn.	

- A. Varies from game 197. It makes a distinct line, and does not enter into any of the other known combinations arising from the opening move, 11-16.
- B. For want of a distinguishing title we have named this the Bristol Glasgow. It resembles the latter opening very much.
- C. 11-15, 28-24, 2-6, 14-10, 15-18, Drawn.
- D. Looks like the only move to draw.
- E. 10-14 looks good.
- F. 19-23 much better and draws easy. In playing 18-22 Barker set himself a most difficult problem to solve.
- G. The move that pinches the black ending, Barker, however, played it in magnificent form and drew what looked like a hopeless position. (See diagram.)



Black to play and draw

- H. 7-11 then 30-25 is the only move to draw, should black instead attempt to crown, then 20-16, 12-19, 11-16, W. W
- I. All that is left, the loss pointed out in note H lurks here also.

GAME No. 199. KELSO CROSS, 9-13, 24-20

Evening Session. Black, Morrall; White, Barker.

9	13	<i>a</i> -21	17	8	12	27	23	9	27	13	6	4	8	30	21
24	20	16	19	23	16	11	16	31	15	1	19	22	17	8	12
10	15	<i>b</i> -17	14	12	19	20	11	13	17	25	22	15	18		
23	18	6	9	32	27	7	16	22	13	8	15	25	22		
12	16	27	23	3	8	18	11	5	9	29	25	18	25	Drawn.	

A. Now same as game 86, Buchanan and Heffner.

B. And now into game 19, Barker and Searight, and also game 126, Buchanan and Barker, and finished the same.

GAME No. 200. KELSO, 9-13, 24-20

Black, Barker; White, Morrall.

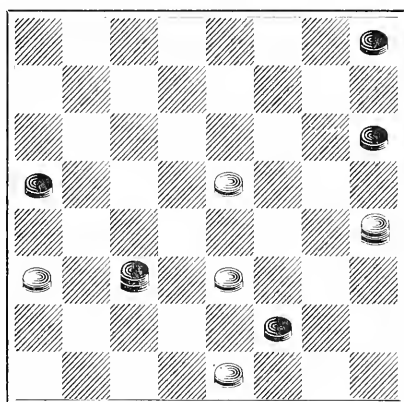
9	13	29	25	5	9	32	27	8	11	11	7	25	22	2	6
24	20	11	15	<i>d</i> -27	24	29	25	10	7	22	25	14	9	25	30
10	15	25	21	9	13	27	23	11	16	7	2	13	17	6	9
<i>a</i> -21	17	<i>c</i> -6	9	11	7	19	26	7	11	25	22	9	6	30	26
15	19	14	10	2	11	10	19	22	25	2	7	17	21	9	14
23	16	7	14	10	6	25	22	<i>e</i> -19	15	22	25	15	10	26	23
12	19	22	17	14	18	30	23	25	22	7	11	22	17		
17	14	13	22	6	2	11	16	<i>f</i> -28	24	25	22	20	24		
<i>b</i> -6	10	26	10	18	22	19	15	20	27	11	15	28	26		
25	21	9	14	2	6	3	8	11	20	4	8	31	13		
10	17	20	16	22	25	15	10	<i>g</i> -27	32	<i>h</i> -21	17	8	11		
21	14	8	12	6	10	16	20	15	11	22	25	6	2		
1	6	16	11	25	29	24	19	32	28	17	14	21	25	Drawn.	

A. Varies from game 199, and is now a Kelso.

B. 6-9 playing for the counterpart would be good play.

- C. Blacks seem to have a very hard game from here.
 - D. 10-6 looks strong enough to win.
 - E. 28-24, 20-27, 11-20, 27-32, 19-15 is the way this game should have been played here.
 - F. This move should have lost.
 - G. Mr. Barker failed to see the neat shot that would have given him a win, instead of which he again had to give a display of his ability to draw a seemingly lost game.
- The diagram shows the position.

BLACK.



WHITE.

Black to play and win.

Mr. Valentine who was intently watching and copying this game pointed out the following pretty win, 13-17, 21-14, 22-17. B. W. There was some dispute over the correctness of this, both Barker and Morrall contending the play ran as given in note E, but Valentine and others are positive that it was played as here given.

H. Nothing better.

America 3; Great Britain 4; Drawn 33.

SIXTH DAY'S PLAY.

BOARD No. 1 STEWART AND GROVER.

GAME No. 201. EDINBURGH SWITCHER, 9-13, 21-17-

Afternoon Session. Black, Stewart; White, Grover.

9	13	b-22	18	13	22	29	25	4	8	17	14	11	16	22	17
21	17	13	22	30	26	11	16	25	22	10	17	26	22	6	9
a-5	9	18	9	11	15	24	19	8	11	21	14	7	10	18	14
25	21	6	13	26	17	15	24	22	18	1	6	14	7	9	18
9	14	26	17	8	11	28	19	16	20	31	26	3	10	23	7

Drawn.

- A. 11-15 forming the Switcher and keeping the play on known ground was with this one exception the favored move.
- B. 24-19, 11-15, 30-25, 15-24, 28-19, 6-9, 32-28, 2-6, and we have a combination brought up in various ways that has figured prominently in Scottish tourneys. No doubt Mr. Stewart in playing 9-14 at the previous move had this in view, and if successful, would have had his opponent at a disadvantage, being another case of knowledge against a five-minute analysis. The game from here to the end is finely contested.

GAME No. 202. SWITCHER, 9-13, 21-17.

Black, Grover; White, Stewart.

9	13	10	17	4	8	12	19	3	8	15	19	2	9	18	22
21	17	21	14	29	25	24	15	28	24	20	16	21	14	24	15
11	15	6	10	1	6	11	18	8	12	6	9	9	13	22	31
25	21	22	17	25	21	30	25	24	20	17	13	25	21	15	11
8	11	13	22	15	19	8	11	11	15	10	17	a-13	17	12	19
17	14	26	17	23	16	31	26	32	28	13	6	27	24	Drawn.	

- A. Varies from game 43, Reynolds and Stewart.

GAME No. 203. EDINBURGH, 9-13, 23-18.

Evening Session. Black, Stewart; White, Grover.

9 13	10 14	8 15	14 18	18 27	19 26	15 19	9 13
23 18	18 15	22 17	28 24	32 16	31 22	21 17	18 15
5 9	16 19	13 22	4 8	8 11	6 10	19 23	26 30
26 23	23 16	25 11	24 20	15 8	20 16	22 18	14 10
11 16	12 19	7 16	16 19	3 19	10 15	23 26	13 17
30 26	a-15 11	24 15	b-27 23	26 23	16 11	17 14	Drawn.

A. 27-23 and blacks get a fine game by 1-5, 23-16, 8-11.

B. After the exchanges the game contains no features of special interest.

GAME No. 204. MILLBURY, 9-13, 23-18.

Black, Grover; White, Stewart.

9 13	10 14	11 18	4 8	10 19	20 27	16 19	14 17
23 18	30 26	22 15	c-29 25	24 15	31 15	7 3	21 14
5 9	8 11	7 10	1 5	7 11	d-8 12	6 10	9 18
26 23	b-28 24	32 28	19 16	16 7	15 11	3 8	25 21
11 16	16 20	2 7	12 19	3 19	12 16	10 15	18 25
a-24 19	18 15	25 22	23 16	27 24	11 7	8 11	11 18
							Drawn.

A. Varies from game 203.

B. 22-17, 13-22, 26-10, 6-22, 25-18, 9-13, 15-19, and we have a Glasgow with colors reversed.

C. Now Millbury brought up as follows:

11 16	25 22	10 14	22 15	4 8	7 10	2 7	5 9
22 18	16 20	18 15	9 13	28 24	32 28	25 22	30 25
8 11	29 25	11 18	24 19				

The position is also now the same as game 197, Morrall and Barker at 20th move.

D. See note B to game 197.

BOARD No. 2. BUCHANAN AND HEAD.

GAME No. 205. KELSO, 11-16, 21-17.

Afternoon Session. Black, Head; White, Buchanan.

11 16	12 19	9 14	3 7	6 9	14 23	10 15	11 16
21 17	22 18	18 9	22 15	13 6	31 27	18 14	10 7
10 15	15 22	11 18	7 10	1 19	2 6	15 18	8 12
17 13	24 15	29 25	27 24	a-25 22	27 18	32 27	27 24
16 19	7 11	5 14	10 19	8 11	6 10	4 8	19 23
23 16	25 18	26 22	24 15	22 18	30 26	14 10	Drawn.

A. Varies from game 104. A. Jordan and Schaefer.

GAME No. 206. KELSO, 11-16, 21-17.

Black, Buchanan; White, Head.

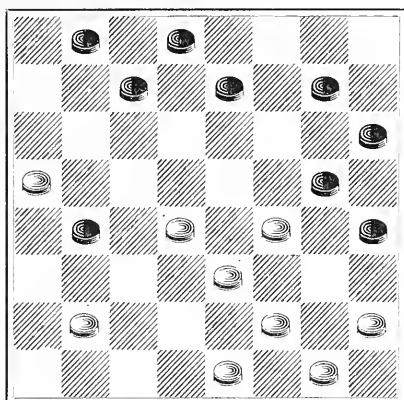
11 16	15 22	5 14	3 7	10 17	1 5	10 17	22 26
21 17	25 18	24 19	30 25	c-25 22	28 24	15 10	6 2
10 15	8 11	11 16	a-4 8	17 26	2 7	6 15	26 31
17 13	29 25	25 21	b-22 18	31 22	18 15	19 10	2 7
16 20	9 14	7 10	14 17	7 10	7 11	17 22	16 19
22 18	18 9	26 22	21 14	22 17	17 14	10 6	B. W.

A. Varies from game 57, Searight and Horr, and shows how well groomed is this young player on the known tricks of the game.

B. Just what Buchanan had hoped for, 28-24, then 14-17, 21-14, 10-26, 31-22, and the play is brought back to familiar lines. Head's knowledge was of but recent date, and acquired from a perusal of published play, a knowledge that is always dangerous when pitted against one who in addition has acquired an experience from actual play, from which the finer points of the game are best learned.

C. The losing move. See diagram.

BLACK.



WHITE.

White to play and draw.

28 24 25 21 18 14 21 14 14 10 19 10 31 26
7 10 *d-17* 22 10 17 22 25 6 15 25 30 Drawn.

D.

2 7 10 17 6 10 10 14 16 19 12 28
21 14 18 14 14 9 19 15 23 16 15 10 etc., Drawn.

GAME No. 207. DOUBLE CORNER, 9-14, 22-18.

Evening Session. Black, Head; White, Buchanan.

9 14 10 19 7 14 13 17 *d-27* 23 23 26 31 26 1 5
22 18 24 15 27 24 24 20 16 12 7 11 7 10 18 14
5 9 *a-2* 7 3 7 18 23 8 11 19 23 14 17 17 13
25 22 31 27 32 27 26 19 12 8 11 15 21 14 6 2
11 16 16 19 7 11 17 22 11 15 23 27 30 21 13 9
18 15 23 16 30 25 25 18 8 3 10 7 14 9 14 18
10 19 12 19 11 18 14 32 15 19 26 30 26 22 9 14
24 15 22 17 24 15 19 16 3 7 7 2 9 6 18 9
7 10 9 13 6 9 *b-32* 27 9 14 27 31 22 17 5 14
27 24 17 10 28 24 *c-15* 10 29 25 2 7 *e-15* 18 Drawn.

- A. Varies from game 129, R. Jordan and Denvir.
 B. 8-12 would be our choice.
 C. 16-12 seems best we can see nothing in the ending for white to play for.
 D. Again we would prefer 8-12, the advantage for black of course is not very great, but still worth retaining, from here on the whites seem to gain a slight advantage.
 E. 6-2 would have been much better, and brought about a much keener finish. Both players seem to have had an off day in their end play.

GAME No. 208. DOUBLE CORNER, 9-14, 22-18.

Black, Buchanan; White, Head.

9	14	24	15	12	19	a-26	22	18	23	31	22	7	11	2	7
22	18	7	10	22	17	4	8	26	22	6	10	9	6	8	12
5	9	27	24	14	18	22	17	3	7	15	6	11	16	7	11
25	22	10	19	17	13	2	7	22	18	1	26	18	15	31	26
11	16	24	15	9	14	17	10	14	17	25	21	16	20	21	17
18	15	16	19	29	25	7	14	21	14	26	31	6	2	19	24
10	19	23	16	8	12	30	26	23	26	13	9	12	16	Drawn.	

- A. Varies from game 129, R. Jordan and Denvir.

BOARD No. 3. R. JORDAN AND SCHAEFER.

GAME No. 209. KELSO EXCHANGE, 10-15, 22-18.

Afternoon Session. Black, Schaefer; White, R. Jordan.

10	15	11	15	8	11	13	17	7	10	10	15	10	17	19	23
22	18	18	11	25	22	22	13	27	24	24	19	19	15	9	6
15	22	8	24	6	10	10	15	1	6	15	24	11	16	7	10
25	18	28	19	b-23	18	19	10	c-32	28	28	19	18	14	14	7
9	13	4	8	2	6	6	22	3	7	6	10	16	19	5	9
24	19	a-29	25	26	23	21	17	d-23	18	17	14	13	9	Drawn.	

- A. Varies from game 60, Horr and Searight.
 B. But again brought back into that game.
 C. Varies from game 173, Head and Ferrie.
 D. The following also leads to interesting and critical play.

23 19 24 20 30 26 26 17 31 26 26 22 22 18 20 2
 e-5 9 9 14 14 21 21 25 25 30 30 25 11 16 25 21
 Drawn.

E.

11 16 10 19 16 19 *12 16 6 10 10 17 22 26 19 26
 19 15 24 15 17 14 15 11 11 2 2 7 30 23 Drawn.

* 19-23 loses by 28-24.

GAME No. 210. KELSO EXCHANGE, 10-15, 22-18.

Black, R. Jordan; White, Schaefer.

10 15 9 18 12 16 8 11 8 12 7 10 5 9 11 16
 22 18 23 14 25 21 24 19 23 18 14 7 22 17 15 11
 15 22 10 17 16 19 4 8 6 10 3 10 9 13 7 10
 25 18 21 14 24 15 27 23 26 23 30 26 17 14 11 7
 a-6 10 1 6 11 18 18 27 10 17 2 7 10 17 b-16 19
 18 14 29 25 28 24 32 23 21 14 26 22 19 15 Drawn.

- A. Varies from games 59 and 60.
 B. An original and interesting game.

GAME No. 211. WHILTER, 10-15, 23-19.

Evening Session. Black, Schaefer; White, R. Jordan.

10 15 a-25 22 7 11 24 19 11 16 7 2 16 19 2 6
 23 19 5 9 19 16 8 12 32 27 26 30 2 7 10 15
 7 10 17 13 12 19 19 16 10 15 2 7 9 14 6 10
 26 23 b-16 20 23 7 12 26 17 10 30 26 7 2 d-19 24
 9 14 30 26 2 11 31 8 15 19 29 25 6 9
 22 17 c-3 7 26 23 4 11 10 7 26 30 13 6
 11 16 22 17 15 18 27 23 19 26 7 2 1 10 Drawn.

A. Now Whilter brought up as follows:

11-15, 23-19 9-14, 22-17, 7-11, 25-22, 11-16, 26-23.

B. Varies from game 27, Gardner and Schaefer.

C. Not a very popular line but sound however.

D. 14-17 also draws but 14-18 loses by 10-14, 19-23, *25-22, W. W.

The ending is very critical and well played, at its conclusion Mr. Jordan remarked he at one time thought he was going to win

GAME No. 212. KELSO, 10-15, 23-19.

Black, R. Jordan; White, Schaefer.

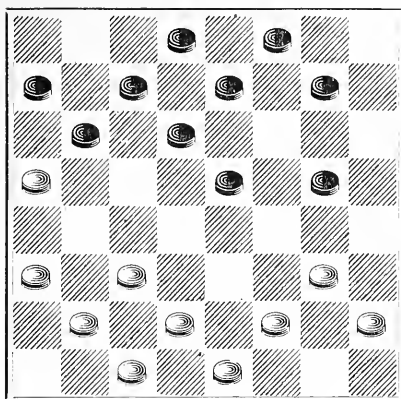
10 15	11 16	12 16	10 26	8 12	7 16	14 18	2 9
23 19	29 25	32 27	30 23	28 24	24 20	17 14	8 3
a-6 10	16 23	4 8	d-9 14	3 7	15 19	26 30	30 26
22 17	b-27 11	c-26 23	24 20	26 22	20 11	11 8	3 7
1 6	8 15	15 18	d-7 11	11 15	19 26	6 9	26 22
25 22	17 13	22 15	31 26	20 11	22 17	13 6	B. W.

A. Varies from game 211, and has been favored in previous contests by Jordan with success.

B. Varies from published play. Ferrie in his match with R. Jordan jumped 26-19 and Jordan scored a nice win. In an analysis of this game Lees shows that Ferrie up to the point where he made his losing move had a very good game, and black had to be very careful.

C. Loses, yet quite excusable. A great win by Jordan, in keeping with his reputation. (See diagram.)

BLACK.



WHITE.

White to play and draw.

27 23 24 19 28 19 22 18 18 9 25 22 22 18 18 9
8 12 15 24 7 11 9 14 5 14 11 15 15 24 Drawn.

D. D. Shows a fine grasp of the situation.

BOARD No. 4. FERRIE AND DEARBORN.

GAME No. 213. KELSO CROSS, 10-15, 23-18.

Afternoon Session. Black, Dearborn; White, Ferrie.

10 15 15 19 7 11 2 11 11 15 12 19 12 16 19 24
23 18 23 16 32 27 21 17 27 23 20 16 11 7 28 19
a-7 10 12 19 11 18 6 10 4 8 10 15 16 20 15 31
27 23 18 15 26 23 c-25 21 31 27 25 22 7 3
b-3 7 11 18 19 26 8 12 d-15 19 8 12 9 14
24 20 22 15 30 7 29 25 23 16 16 11 17 10 Drawn.

A. Varies from game 125, Barker and Buchanan.

B. Brought up from the regular Cross thus: 11-15, 23-18, 8-11,
27-23, 3-8.

C. Play to here has been published in the *Draughts World*, where the continuation runs 17-13.

D. Dearborn who was unused to playing under a time limit was apparently hampered by it here, it looks as though he wished to avoid the 17-14 cut, and at the same time dreaded to play the man on 9 to 14, it however is perfectly safe providing care is taken that the man on 8 is not advanced too early.

9 14 5 9 1 6 15 18 18 27 12 19 10 19 9 14
c-25 22 17 13 22 17 27 24 20 16 24 15 17 1 Drawn.

E. 27-24, 5-9, 17-13, 1-6, 24-19, 15-24, 28-19, 8-11, 25-22, 11-15, 22-17, 15-24, 23-19. Drawn.

GAME NO. 214. KELSO CROSS, 10-15, 23-18.

Black, Ferrie; White, Dearborn.

10 15 9 13 6 9 12 19 1 6 15 22 7 10 18 23
23 18 17 14 27 23 32 27 25 21 26 17 17 14 14 10
12 16 16 19 8 12 3 8 13 17 9 18 10 19 a-6 15
21 17 24 20 23 16 27 24 22 13 24 15 31 26 etc.
Drawn.

A. Played the same as game 86, Buchanan and Heffner.

GAME NO. 215. DOUBLE CORNER, 9-14, 22-18.

Evening Session. Black, Dearborn; White, Ferrie.

9 14 28 19 15 22 26 10 11 15 21 14 7 11 18 14
22 18 4 8 25 18 2 7 22 17 10 17 2 6 12 16
5 9 26 22 7 11 10 6 15 18 13 9 25 30 14 9
24 19 a-8 11 30 26 1 10 17 13 17 22 6 10 16 20
11 15 27 24 b-10 15 29 25 18 27 9 6 30 25
18 11 11 15 19 10 9 14 32 23 22 25 23 18
8 24 22 18 6 22 25 22 14 17 6 2 25 22 Drawn.

- A. Varies from game 190, Reynolds and Hynd.
 B. Dearborn who was on new ground, realized such was not the case with his opponent, and probably preferred to take his chances with this clearing move rather than take the risk of falling into some well laid pitfall of his respected opponent.

GAME No. 216. DOUBLE CORNER, 9-14, 22-18.

Black, Ferrie; White, Dearborn.

9 14	8 24	11 16	14 21	7 11	9 13	2 9	9 27
22 18	28 19	29 25	23 5	27 23	d-28 24	31 24	24 20
5 9	4 8	c-7 11	16 23	6 9	16 20	21 25	
24 19	a-25 22	18 15	26 19	32 28	18 15	30 21	
11 15	8 11	11 18	3 7	11 16	20 27	13 17	
18 11	b-22 18	21 17	25 22	22 18	15 6	21 14	Drawn.

- A. Varies from game 190.
 B. And now into game 127, Barker and Buchanan.
 C. Varies from game 127.
 D. 18-15 then 21-25, 30-21, 13-17. B. W. This game has figured in both English and Scotch tourney play.

BOARD No. 5. SEARIGHT AND HILL.

GAME No. 217. WHILTER, 9-14, 23-19.

Afternoon Session. Black, Hill; White, Searight.

9 14	7 11	c-8 11	15 24	14 21	10 14	6 10	10 15
23 19	17 13	19 16	28 19	29 25	2 7	13 6	6 10
11 16	16 20	12 19	11 15	21 30	14 17	10 14	14 18
26 23	30 26	23 7	19 16	16 12	7 2	32 28	10 19
5 9	11 15	2 11	3 7	30 23	17 26	1 10	18 25
a-22 17	b-25 22	24 19	21 17	27 2	31 22	2 6	d-19 23
							W. W.

- A. Varies from game 184, Hill and A. Jordan, and is much stronger.
 B. Now a Whilter and same as game 211 Schaefer and R. Jordan.
 C. Hill either failed to recognize the Whilter or he was unacquainted with this variation, for the move is considered a loser, 3-7 as played by Schaefer is proper.
 D. Hill has made a gallant struggle though he failed to shake his opponent off.

GAME No. 218. WHILTER, 9-14, 23-19.

Black, Searight; White, Hill.

9	14	20	27	5	9	12	16	23	27	6	10	18	22	29	25
23	19	16	7	g-17	13	19	12	11	15	22	26	17	14	6	1
11	16	2	11	11	15	j-10	15	27	32	27	31	31	27	5	9
a-27	23	31	24	23	19	22	17	15	18	26	22	15	10	1	6
b-7	11	e-4	8	15	24	14	18	22	25	31	27	27	31	9	14
22	17	24	20	28	19	12	8	17	14	22	18	10	15	6	9
11	15	j-15	18	h-3	7	18	22	25	29	27	31	31	27	14	18
c-25	22	22	15	20	16	8	3	21	17	18	14	15	19	9	14
d-8	11	11	27	1	5	15	19	32	27	10	15	22	26	18	22
29	25	32	23	i-16	11	3	7	18	15	14	10	30	23	19	23
16	20	8	11	7	23	19	23	9	18	15	18	27	9	25	30
19	16	25	22	26	19	7	11	15	22	10	15	13	6	Drawn.	

- A. Varies from game 217. This move was probably first recorded as played by Heffner against Freeman of Providence several years ago.
 B. Freeman against Heffner played 16-20.
 C. Searight as in game 217 has again cleverly worked the play into a variation of the Whilter. Coming from the regular opening the play runs thus: 11-15, 23-19, 9-14, 22-17, 7-11, 25-22, 11-16, 27-23. This last move 27-23 was one that Wyllie during his second visit to the States, expressed a fondness for, but not feeling sure of his ground, avoided it when it came to match play.
 D. Lees gives 5-9, 17-13, then 8-11, 29-25, 16-20, 19-16, No doubt Searight was trying to coax 24-20, 15-24, 28-19, and then follow it with 5-9.

Bryden against Beattie played 16-20 which was followed with 32-27.

E. 5-9, 17-13, 4-8, 24-20, 15-18 would have brought the play back into Lees' line.

F. Again Lees' line could be forced by playing 5-9.

G. The play has now got back again to Lees' line, here the play in our manuscript stops and says drawn, no doubt the play was carried out further, but in the absence of this play we are unable to show where this game breaks away.

H. 10-15 draws with ease. Mr. Searight comes very near making a loser. The error of judgment can be ascribed to straining for more than his game warrants.

I. Probably a move Searight had not calculated on, but figured on 30-25 then 14-17, 21-14, 10-17, B. W.

J. Searight plays the ending with great judgment, and Hill shows his worth by making him play for all there is in the position, possibly some one who can give it more attention than we have, may still discover a white win.

GAME No. 219. DUNDEE. 12-16, 22-17.

Evening Session. Black, Hill; White, Searight.

12	16	25	22	11	15	17	13	15	18	19	16	23	26	17	10
22	17	8	11	29	25	9	14	6-23	19	20	24	21	17	26	22
a-16	19	b-22	18	4	8	13	9	18	23	28	19	26	31	9	6
24	15	9	14	25	22	7	10	27	18	11	20	25	21	2	9
10	19	17	10	5	9	31	27	14	23	19	15	31	26	13	6
23	16	6	22	27	23	3	7	17	13	14	18	15	10	20	24
11	20	26	17	8	11	22	17	10	14	30	25	7	14	32	28

Drawn.

A. Varies from game 71, Barker and Hynd.

B. In the 1902 Scotch tourney McKelvie played 17-13 against Scott with a drawn result.

C. 30-25 looks like a white win.

GAME No. 220. PAISLEY, 12-16, 22-17.

Black, Searight; White, Hill.

12 16	10 17	12 16	6 9	6 10	3 10	2 6	17 22
22 17	21 14	28 24	25 21	30 26	26 22	15 11	7 2
8 12	4 8	16 20	1 6	10 17	9 13	6 9	22 26
a-17 14	24 19	31 27	24 19	21 14	18 15	22 18	19 15
9 18	16 23	8 12	11 16	7 10	10 14	13 17	26 31
23 14	b-27 18	26 23	29 25	14 7	25 21	11 7	c-32 28

Drawn.

- A. Generally brought up thus: 11-16, 22-18, 8-11, 18-14.
 B. Has become a variation of Paisley.
 C. Played similar to game 54, Ferrie and Hill.

BOARD No. 6. A. JORDAN AND HEFFNER.

GAME No 221. DOUBLE CORNER DYKE, 11-16, 21-17.

Afternoon Session. Black, A. Jordan; White, Heffner.

11 16	17 10	1 6	32 27	7 11	23 19	19 23	6 10
21 17	6 15	29 25	4 8	b-26 23	18 22	13 9	32 27
9 14	23 16	7 10	27 23	19 26	20 16	23 27	21 17
25 21	12 19	25 21	3 7	30 23	11 20	31 24	12 16
16 19	21 17	8 12	23 16	8 12	19 15	20 27	10 15
24 15	5 9	a-27 24	12 19	24 20	10 19	1 6	27 23
10 19	17 13	9 14	22 17	c-15 18	17 1	27 32	Drawn.

- A. Varies from game 144, A. Jordan and Horr.
 B. In a game between A. Jordan and Atwell the latter played 31-27, and Jordan scored a nice win.
 C. If 2-7, then 28-24 is the proper answer.

GAME No. 222. DOUBLE CORNER BRISTOL, 11-16, 21-17.

Black, Heffner; White, A. Jordan.

11 16 11 15 8 11 15 24 5 14 3 8 19 26 14 17
 21 17 24 19 18 9 27 11 *c*-31 27 27 23 30 23 21 14
 8 11 15 24 5 14 7 16 16 19 8 12 10 15 6 10
 17 13 28 19 29 25 *b*-22 18 23 16 23 16 *d*-28 24 14 7
 9 14 4 8 11 15 1 5 12 19 12 19 15 19 2 27
a-25 21 22 18 25 22 18 9 32 28 26 23 23 16 Drawn.

- A. Varies from game 10, Heffner and R. Jordan.
 B. In a game with Reynolds, Freedman played 22-17, and lost, the move draws but is much inferior to 22-18.
 C. In a subscription match with Reynolds, Heffner played 26-22 and the game was drawn.
 D. Incautious for the moment; Jordan was about to cut 23-19, but noticed in time that it would lose as black cuts back 6-9 and secures first position.

GAME No. 223. DENNY, 10-14, 24-19.

Evening Session. Black, A. Jordan; White, Heffner.

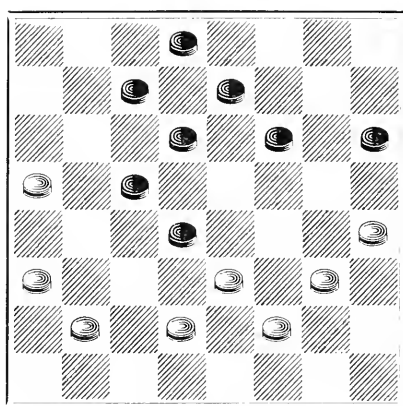
10 14 13 22 7 11 15 24 8 11 *e*-10 15 14 30 11 15
 24 19 25 9 22 17 20 11 27 24 23 19 23 14 3 7
 6 10 5 14 11 16 8 15 1 6 7 10 10 17 15 31
 22 17 29 25 *a*-17 13 27 20 *d*-30 25 26 23 19 3 7 21
 9 13 11 15 3 7 4 8 15 18 2 7 6 10
 28 24 25 22 *b*-24 20 *c*-31 27 32 27 21 17 24 19 Drawn.

- A. Varies from game 94, Grover and Ferrie. We made this move intending to follow with 13-9 if 3-7 was made in reply.
 B. Still looking it over, we regretted our move at A, for 13-9 began to look exceedingly dangerous, time was called, and we made

this 24-20 without much consideration. After the session we spoke to Horr about it, and explained what frightened us off. Later in the match Ferrie went into it with Horr and had a very close call. (See game 256.)

- C. There may be better play but everything looked very unsatisfactory.
- D. Pretty hard picking.
- E. Allows white to escape with a draw. See diagram.

BLACK.



WHITE.

Black to play and win.

11 15 6 9 2 9 9 13 14 17 10 26 12 28
23 19 13 6 20 16 26 22 21 14 19 3 B. W.

At the conclusion of the game, Mr. Jordan expressed an acquaintance with the play, but 30-25, at D, was a new one, and set him adrift. The five minute limit saved us the game at E. At the conclusion of the game, we felt thankful to Mr. Jordan, and he explained that time had expired before he had a chance to examine 11-15.

GAME No. 224. PAISLEY, 10-14, 24-19.

Black, Heffner; White, A. Jordan.

10	14	22	17	1	6	26	17	6	10	24	20	26	30	6	10
24	19	11	16	<i>b</i> -22	17	8	11	14	7	14	18	25	21	15	18
11	16	17	10	9	14	17	14	3	10	23	14	30	26	10	15
<i>a</i> -22	18	6	24	18	9	10	17	<i>c</i> -27	24	16	23	7	2	18	23
8	11	28	19	6	22	21	14	20	27	14	10	26	22	32	28
26	22	7	10	30	26	2	6	31	24	23	26	2	6	23	26
16	20	25	22	4	8	29	25	10	14	10	7	11	15	28	24

Drawn.

- A. Same as game 118, Morrall and Horr.
 B. Varies from game 137, Reynolds and Searight.
 C. 25-22 is a little stronger.

BOARD No. 7. GARDNER AND BARKER.

GAME No. 225. SECOND DOUBLE CORNER, 11-15, 24-19.

Afternoon Session. Black, Gardner; White, Barker.

11	15	18	9	4	8	25	22	10	15	22	17	32	28	5	1
24	19	<i>b</i> -5	14	22	18	11	15	26	22	13	22	31	26	3	8
15	24	25	22	<i>c</i> -1	5	22	18	15	19	26	17	28	24	22	17
28	19	11	15	18	9	<i>d</i> -15	24	23	16	24	28	26	22	8	12
8	11	32	28	5	14	18	9	12	19	17	13	24	19	17	14
22	18	15	24	29	25	6	13	30	26	28	32	9	5	7	10
<i>a</i> -9	14	28	19	8	11	27	20	19	24	13	9	19	15	Drawn.	

- A. Varies from game 87, Heffner and Buchanan.
 B. Now the same as game 167, Buchanan and Grover.
 C. Varies from game 167.
 D. 15-22 also good.

GAME No. 226. SECOND DOUBLE CORNER, 11-15, 24-19-

Black, Barker; White, Gardner.

11 15 28 24 12 16 30 25 5 9 c-25 22 10 26 19 16
 24 19 b-7 10 20 11 13 22 32 27 8 11 31 22 5 9
 15 24 22 18 8 22 25 18 9 13 27 24 6 10 16 12
 a-27 20 15 22 26 17 4 8 24 19 13 17 24 20 10 14
 10 15 25 18 9 13 29 25 2 7 21 14 1 5 B. W.

- A. It does not seem probable that Gardner made this take with any expectation of trapping so formidable an opponent. One would rather suspect he feared some particular line and intended to avert its possibility, whatever the reason it proved of no avail.
- B. Varies from game 120, Morrall and Horr.
- C. There appears to be no draw after this. 18-14 seems to draw.

GAME No. 227. SINGLE CORNER, 11-15, 22-18.

Evening Session. Black, Gardner; White, Barker.

11 15 10 17 8 12 2 6 20 27 27 31 18 15 10 14
 22 18 21 14 a-25 21 30 25 31 24 19 15 11 8 28 24
 15 22 16 20 6 10 6 9 16 20 31 26 15 11 14 17
 25 18 29 25 23 18 25 21 21 17 15 11 8 4 24 20
 12 16 8 11 10 17 b-7 10 20 27 26 22 5 9 17 22
 18 14 24 19 21 14 14 7 18 14 17 13 13 6 3 8
 9 18 4 8 11 16 3 10 9 18 22 18 1 10 11 7
 23 14 27 23 26 23 c-28 24 23 7 7 3 32 28 Drawn.

- A. Varies from game 148, Gardner and Heffner.
- B. Anything else would give white the superior position.
- C. Nothing better and leads to a neat finish.

GAME No. 228. SINGLE CORNER, 11-15, 22-18.

Black, Barker; White, Gardner.

11 15	16 20	7 11	4 11	22 26	16 19	11 8	1 10
22 18	23 18	23 19	14 5	15 10	24 15	2 7	5 1
15 22	6 10	3 7	7 10	26 31	18 11	8 3	8 11
25 18	25 21	a-26 22	24 19	28 24	27 23	7 11	1 6
12 16	10 17	17 26	10 15	31 26	c-12 16	23 26	10 15
29 25	21 14	30 23	19 10	10 7	23 18	11 15	18 23
9 13	2 6	8 12	6 22	26 22	16 19	26 31	15 18
18 14	26 23	19 15	23 19	7 2	18 14	15 18	23 14
10 17	13 17	b-5 9	11 16	22 18	19 23	3 8	11 15
21 14	31 26	15 8	19 15	32 28	14 10	10 6	Drawn.

- A. Loses and varies from game 161, Heffner and Stewart. (See notes to that game.)
- B. A very blind, and unexpected move, but for it, black's game would be a wreck.
- C. Barker failed to notice the double and simple way to force two for one by 11-16, and so dismissed it from consideration. Knowing Gardner had made a losing move, Barker must still have thought he had the win in hand with 12-16.

BOARD No. 8. HYND AND HERR.

GAME No. 229. KELSO, 11-16, 21-17.

Afternoon Session. Black, Horr; White, Hynd.

11 16	16 20	9 14	a-6 10	1 6	16 23	7 16	7 11
21 17	18 11	25 21	29 25	23 19	27 11	32 27	27 23
10 15	8 15	4 8	8 11	11 16	20 27	3 7	16 20
23 18	17 13	22 17	26 23	25 22	31 24	30 25	b-23 19

Then 20-27, 19-15, etc. Drawn.

- A. Varies from game 192, Reynolds and Hynd, and is considerable stronger. Freedman first played it against Ferrie in one of the Scottish national tourneys, and a very interesting game resulted therefrom.
- B. This game was finely contested, Mr. Hynd's play indicates he was conversant with it.

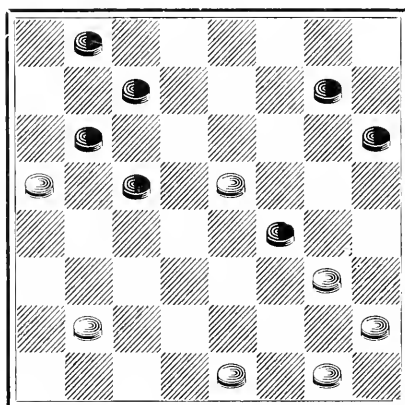
GAME No. 230. DOUBLE CORNER DYKE, 11-16, 21-17.

Black, Hynd; White, Horr.

11 16 24 15 2 6 18 15 11 18 25 21 26 31 10 6
 21 17 10 19 *a*-30 25 4 8 22 15 17 22 27 24 1 10
 9 14 17 10 7 10 29 25 *c*-10 14 24 19 31 26 20 16
 25 21 6 15 22 18 3 7 *d*-24 20 23 26 15 10 12 19
 16 19 21 17 15 22 27 24 19 23 32 28 6 15 24 6
 23 16 5 9 25 18 7 11 28 24 9 14 19 10
 12 19 17 13 *b*-8 12 26 22 14 17 31 27 22 25 Drawn.

- A. Varies from game 9, R. Jordan and Heffner.
- B. 8-11 is more usual here.
- C. This looks like a losing move, 19-23 draws.

BLACK.



WHITE.

White to play and win.

D. . We think the following would have won:

31 26 25 21 21 14 32 27 15 10 13 6 6 2 2 7
 1-14 17 1 5 9 18 5 9 6 15 12 16 16 20 W. W.

VARIATION I.

14 18 9 14 1 5 5 9 18 23 14 18 18 22 23 26
 32 27 25 21 24 20 27 24 26 22 22 17 20 16 24 20
 W. W.

GAME No. 231. SINGLE CORNER, 11-15, 22-18.

Evening Session. Black, Horr; White, Hynd.

11 15 25 22 10 17 e-31 26 16 19 7 2 23 32 7 3
 22 18 8 12 25 21 10 15 20 16 6 10 18 23 17 14
 15 22 27 24 d-1 6 32 27 11 20 2 7 25 30 3 8
 25 18 9 13 21 14 7 10 18 11 10 15 17 14 14 10
 a-8 11 b-18 14 6 10 14 7 9 14 7 11 30 25 8 11
 29 25 10 17 22 17 3 10 24 15 21 25 14 10 12 16
 4 8 21 14 13 22 26 22 14 21 11 18 25 21 23 26
 24 20 6 10 26 17 5 9 11 7 19 23 10 7 32 27
 12 16 c-30 25 2 6 23 18 10 19 22 17 21 17 B. W.

- A. Varies from game 147, Heffner and Gardner.
- B. An old book loss, and can be found in Kears' reprint of Drummond's first edition.
- C. Play on 22-17, can also be found there.
- D. The reprint gives 3-8, 21-14, 16-19, B. W. This however seems to win also.
- E. 32-27 seems to lose thus:

10 15 15 24 *7 10 3 10 5 9 9 14 14 21 16 19
 24 19 28 19 14 7 27 24 f-31 27 19 15 15 8 B. W.

- F. 23-18, 16-23, 24-19, 9-13, 18-14, 13-22, 14-7, 6-10, 7-2, 11-15, B. W.

GAME No. 232. SINGLE CORNER, 11-15, 22-18.

Black, Hynd; White, Horr.

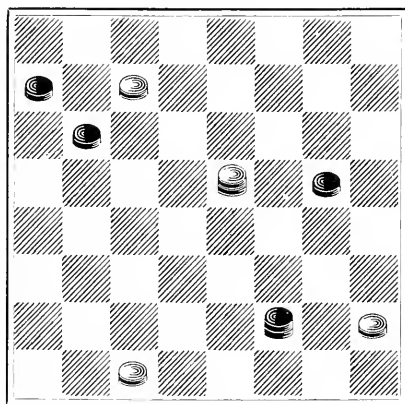
11 15 8 11 *b*-6 9 14 18 32 27 31 27 17 21 27 23
 22 18 29 25 25 22 22 15 31 24 10 6 14 17 19 15
 15 22 16 20 1 6 9 14 20 27 *d*-9 14 23 19 23 19
 25 18 24 19 32 27 11 8 4 8 6 2 15 24 15 10
 12 16 4 8 7 10 14 18 *c*-12 16 16 20 20 27 19 23
 18 14 27 23 14 7 23 14 15 11 2 6 17 14 10 6
 9 18 8 12 3 10 16 32 27 31 27 23 27 32 23 19
 23 14 23 18 18 15 14 10 11 7 6 10 28 24 6 1
 10 17 *a*-11 16 10 14 6 9 2 11 14 17 32 27 19 23
 21 14 26 23 15 11 8 4 8 15 10 14 24 19 W. W.

- A. Varies from game 148, Gardner and Heffner.
 B. Kears' reprint of Drummond's third gives 6-10.
 C. An easy draw here runs thus:

27 31 31 27 2 11 9 14 27 23 14 17 17 22
 15 11 11 7 8 15 10 6 6 2 2 6 Drawn.

- D. Loses (See diagram.)

BLACK.



WHITE.

Black to play and draw.

16 20 27 23 23 18 9 13 18 14 13 22 22 25 5 9
 6 2 15 10 30 25 25 21 10 17 2 6 6 10 Drawn.

BOARD No. 9. HALLIWELL AND REYNOLDS.

GAME No. 233. EDINBURGH SWITCHER, 11-16, 21-17.

Afternoon Session. Black, Reynolds; White, Halliwell.

11 16 18 11 a-4 8 25 22 18 22 1 5 10 17 28 24
 21 17 8 15 17 14 8 11 26 17 3 7 29 25 h-6 10
 9 13 24 19 9 18 22 18 13 22 5 9 22 29 14 16
 25 21 15 24 22 15 10 15 f-9 5 7 10 31 13 12 28
 5 9 27 11 b-6 10 18 14 16 19 21 17 29 25
 23 18 7 16 15 6 15 18 5 1 23 26 g-9 14
 10 15 30 25 1 10 c-14 9 19 23 17 14 2 6 Drawn.

A. Varies from game 132, Denvir and R. Jordan.

The move is decidedly weak, and gives black a very hard game.

B. Nothing else left.

C. 29-25 caught our fancy, and we think it will win.

29 25 16 19 9 5 3 8 5 9 8 12 27 24 11 16
 11 15 1-32 27 16 20 1 5 7 11 9 6 20 27 6 10
 14 9 12 16 5 1 2 7 26 22 19 23 31 24 23 26

And a very close and pretty win can be proven after the exchanges.

VARIATION 1.

9 5 26 22 5 1 1 5 d-32 27 e-5 9 27 24 31 27
 18 23 3 7 7 10 23 26 26 30 12 16 16 20 30 26
 Drawn.

D. 5-9, 12-16, 31-27, 26-31, 27-24, 31-27, Drawn.

E. 27-24, 10-14, 5-9, 14-17, 21-14, 30-21, 14-10, Drawn.

F. 21-17 followed by 17-13 and 9-6 gives black a hard and doubtful ending.

G. Quite natural yet it does not appear best, black however appears to have a draw.

28 24 2 7 9 6 16 19 6 2 19 23 7 10 18 23
 11 15 13 9 11 16 14 10 15 18 2 7 26 31
 9 14 7 11 24 20 25 22 10 15 23 26 10 14 Drawn.

H. No doubt Halliwell had failed to notice this draw coming up in the ending.

GAME No. 234. EDINBURGH SWITCHER, 11-16, 21-17.

Black, Halliwell; White, Reynolds.

11	16	16	19	9	18	13	22	3	7	6	10	15	19	18	22
21	17	24	15	22	15	26	10	23	16	22	17	32	27	26	17
9	13	10	19	7	10	2	7	8	11	7	11	14	18	15	18
25	21	23	16	25	22	30	26	15	8	31	26	13	9	17	14
5	9	12	19	10	14	7	14	4	20	11	15	10	15	19	23
<i>a</i> -29	25	17	14	22	17	27	23	26	22	17	13	9	5	Drawn.	

A. Varies from game 132, Denvir and R. Jordan. The game from here out appears to have been very evenly and well contested.

GAME No. 235. PAISLEY, 12-16, 23-18.

Evening Session. Black, Reynolds; White, Halliwell.

12	16	13	22	7	10	10	17	17	21	<i>c</i> -15	18	29	25	<i>d</i> -26	30
23	18	26	17	14	7	19	15	6	2	23	14	14	10	7	11
16	20	10	14	3	10	7	10	21	25	19	24	25	22	<i>f</i> -22	18
26	23	17	10	25	22	15	6	2	6	28	24	10	7	11	16
<i>a</i> -8	12	6	22	4	8	1	10	8	11	16	30	30	25	12	19
24	19	25	18	22	18	18	14	6	9	17	22	7	3	27	24
<i>b</i> -9	13	5	9	2	7	10	15	11	15	30	25	25	30	20	27
30	26	29	25	31	26	14	10	9	14	22	26	3	7	31	22
11	16	9	13	13	17	15	19	25	29	25	30	30	26		
22	17	18	14	21	14	10	6	14	17	26	31	32	28	W. W.	

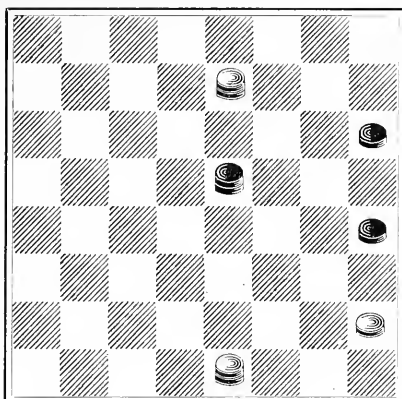
A. Varies from game 193, Denvir and Halliwell.

B. 10-14 is best.

C. We fail to fathom what Mr. Reynolds was trying to do with this ending; there surely was nothing to gain by this, while 29-25 draws very simple and was all Mr. Reynolds could expect.

D. 26-23, 27-18, 22-15, and the following interesting problem presents itself

BLACK.



WHITE.

White to play and win.

e-7 2 18 15 6 10 16 19 28 32 22 25
 15 18 *2 6 12 16 7 11 18 22 15 18
 31 27 15 18 10 7 19 23 11 15 W. W.

E. 7-3, 15-11, 31-27, *11-8, 27-23, 8-11, etc., Drawn.

F. Walks into the trap nicely, the see-saw 30-26 and 26-30 draws.

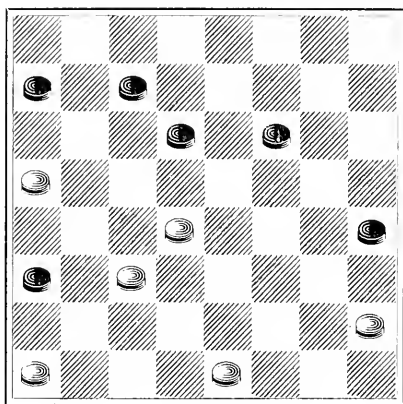
GAME No. 236. BRISTOL CROSS, 12-16, 23-18.

Black, Halliwell; White, Reynolds.

12 16 16 20 9 14 1 5 7 11 21 25 27 31 16 20
 23 18 17 13 26 23 19 16 16 7 29 22 24 19 11 7
a-8 12 11 15 14 17 12 19 2 11 19 23 31 27 23 18
 18 14 25 22 30 26 23 16 *d*-26 22 22 18 19 15 7 2
 9 18 5 9 17 21 8 12 10 15 23 27 11 16 18 9
 22 8 24 19 22 18 27 23 18 14 31 24 15 11
 4 11 15 24 *b*-3 8 12 19 15 19 20 27 27 23
 21 17 28 19 *c*-32 28 23 16 22 17 28 24 18 15 Drawn.

- A. Varies from game 19, Barker and Searight, and runs into a variation of Bristol Cross.
 B. 1-5 probably stronger.
 C. 19-16 may win for white.
 D. Black's game looks high hopeless. (See diagram.)

BLACK.



WHITE.

Black, Halliwell to play and draw.

Mr. Halliwell's play for the draw is very brilliant.

BOARD No. 10. MORRALL AND DENVIR.

GAME No. 237. SINGLE CORNER, 11-15, 22-18.

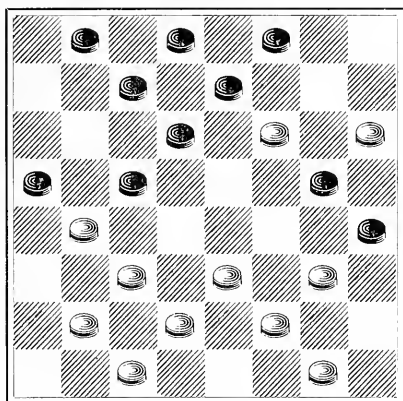
Afternoon Session. Black, Morrall; White, Denvir.

11	15	28	24	11	16	18	11	6	9	26	10	5	14	8	15
22	18	8	11	29	25	9	14	<i>j</i> -25	22	6	15	<i>i</i> -22	18	22	26
15	22	19	16	5	9	<i>c</i> -11	8	2	6	8	4	14	23	<i>j</i> -23	18
25	18	9	13	21	17	14	21	<i>g</i> -4	8	1	5	27	18	26	31
12	16	26	22	<i>b</i> -8	11	<i>d</i> -8	4	<i>h</i> -10	15	4	8	20	27	18	14
<i>a</i> -24	19	4	8	31	26	7	11	23	19	9	14	32	23	31	27
16	20	16	12	11	15	<i>e</i> -22	18	16	23	18	9	15	22	15	18

Then 3-7 and Mr. Denvir finally won.

- A. Varies from game 147, Heffner and Gardner.
- B. Away from published play, and no doubt a cook. It draws, but is inferior to the standard 1-5, 25-21, 8-11, 31-26, 9-14, 18-9, 5-14, 23-19, and black, though a man down, has a good game.
- C. The situation at this point looks quite odd, and such are not of very frequent occurrence.

BLACK.



WHITE.

White to play.

If 25-21 black gets on a fine shot thus:

14-18, 23-14, 16-19, 24-15, 7-16, 14-7, 2-25, 17-14.

But white by fine play can still draw.

- D. Such a curious position does not seem possible to occur in well regulated play, but we see that it has, and, from an opening that has already been explored to the extent of over 10,000 variations, black's position is inferior, but not so much as it appears; white's require extreme care to keep clear of pitfalls.
- E. All that's left.
- F. 18-14, 10-17, 4-8, is a very good line, and gives black a hard game.
- G. 32-28, 10-15, 4-8, 6-10, 8-4, 10-14, 4-8, 21-25, 30-21, 13-17, 22-6, 15-31, 8-15, 1-26, B. W.
- H. Loses, though no doubt Mr. Morrall played it to win. The following is best, and the white draw if any is very close.

1 5 10 28 3 7 16 23 7 10 10 14 14 23 13 17
 8 15 18 15 23 19 26 19 12 8 22 18 27 18 8 3
 Then 9-13 etc.

- I. We suspect Mr. Morrall did not figure on this move.
 J. 23-19 is considerable stronger and shortens the win.

GAME No. 238. SINGLE CORNER, 11-15, 22-18.

Black, Denvir; White, Morrall.

11 15 9 13 6 10 13 17 8 12 11 16 17 22 7 11
 22 18 18 14 25 21 31 26 15 8 18 15 14 9
 15 22 10 17 10 17 7 11 4 11 16 23 5 14
 25 18 21 14 21 14 23 19 24 19 15 6 32 28
 12 16 16 20 2 6 3 7 6 10 1 10 b-22 26
 29 25 23 18 26 23 19 15 28 24 a-26 19 30 23 B. W.

- A. Varies from game 161, Heffner and Stewart, and loses.
 B. A move Mr. Morrall overlooked, hence the take, 26-19 at A.

GAME No. 239. EDINBURGH, 9-13, 22-17.

Evening Session. Black, Morrall; White, Denvir.

9 13 8 15 5 9 11 15 7 11 7 16 15 24 6 9
 22 17 a-29 25 17 13 31 27 28 24 23 19 28 19 13 6
 13 22 4 8 9 14 14 18 3 7 16 23 17 26 1 10
 25 18 25 22 b-24 19 23 14 32 28 26 10 30 23
 11 15 8 11 15 24 10 17 11 16 6 15 2 6
 18 11 21 17 27 20 27 23 20 11 24 19 23 18 Drawn.

- A. Varies from game 67, Grover and Gardner.
 B. 24-20 would bring about the same position occurring in game 113, Halliwell and Barker. There seems to be no material advantage on either side from here.

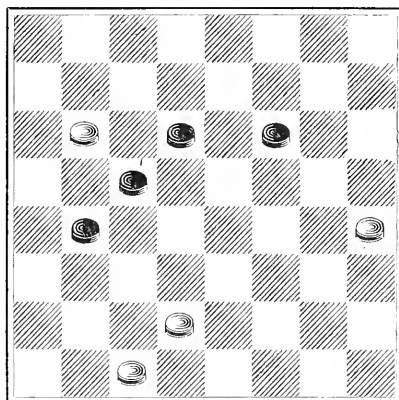
GAME No. 240. EDINBURGH 9-13, 22-17.

Black, Denvir; White, Morrall.

9 13 21 17 8 11 *b*-23 19 3 8 24 19 *d*-17 22 2 7
 22 17 5 9 28 24 *c*-10 14 27 23 6 10 26 17 10 14
 13 22 17 13 *a*-14 18 19 10 15 18 19 16 14 21 7 10
 25 18 9 14 23 14 6 15 22 15 12 19 9 6 14 17
 11 15 29 25 10 17 25 22 11 27 23 7 11 15 10 15
 18 11 4 8 27 23 1 6 32 23 2 11 6 2 19 23
 8 15 24 20 7 10 31 27 8 11 13 9 15 19 15 18
 W. W.

- A. Varies from game 67, Grover and Gardner.
- B. 25-22 and the play would work back into games 113 and 156, holding the man on 25 back appears to give white an additional strength not possessed in those games.
- C. The beginning of trouble for black, 3-7 gives an equal position.
- D. Loses, the diagram shows the position.

BLACK.



WHITE.

Black to play and draw.

11 15 15 18 10 15 15 19 19 24 17 21 24 27 27 32
 9 6 6 2 2 6 6 9 9 13 13 9 9 6 Drawn.

America 5; Great Britain 5; Drawn 30.

SEVENTH DAY'S PLAY.

BOARD No. 1. STEWART AND HEAD.

GAME No. 241. WHILTER 10-15, 23-19.

Afternoon Session. Black, Head; White, Stewart.

10	15	22	17	2	7	31	26	5	14	22	15	23	26	16	7
23	19	11	16	23	18	30	23	32	16	10	19	25	21	3	17
7	10	25	22	14	30	27	2	1	6	17	14	26	31	a-21	14
26	23	16	20	19	16	20	27	29	25	19	23	17	13		
9	14	30	26	12	19	2	9	14	18	21	17	8	11	Drawn.	

A. Played the same as game 40, Head and R. Jordan.

GAME No. 242. KELSO EXCHANGE, 10-15, 23-19.

Black, Stewart; White, Head.

10	15	11	15	8	11	c-2	6*	6	15*	12	19	e-3	8	5	21
23	19	18	11	25	22	23	18	32	28*	26	23	24	19	23	18
6	10	8	15	9	13	5	9	1	5*	19	26	8	12	11	15
a-22	18	27	23	24	20	31	27	d-27	23*	30	23	21	17	18	11
15	22	4	8	15	24	10	15*	15	19	7	10	9	14	10	14
25	18	b-29	25	28	19	19	10	23	16	28	24	18	9	B. W.	

* Time Called.

A. Varies from game 212, R. Jordan and Schaefer.

B. 21-17 is a very good line.

C. In the match for the championship of America between Heffner and Barker, 5-9 was played.

D. Loses. 27-24, and 28-24 draw. Dr. Schaefer published play showing the draw shortly after the Heffner Barker match.

E. The key to win. We believe Ferrie also won this ending in one of the Scotch tourneys, the win has also been extensively published in both English and Scotch checker columns, but the ending was brought up by a different order of moves.

GAME No. 243. DOUBLE CORNER BRISTOL, 12-16, 22-18.

Evening Session. Black, Head; White, Stewart.

12	16	18	9	4	8	1-25	22	8	11	18	11	3	10	7	2
22	18	b-5	14	22	17	18	25	14	9	7	16	14	7	16	23
8	12	29	25	15	18	26	22	10	14	17	14	20	24	2	7
25	22	11	15	c-30	25	14	18	9	2	25	29	28	19	18	15
16	20	25	22	11	16	23	14	14	23	21	17	22	26	13	9
22	17	7	11	24	19	16	23	22	18	29	25	31	22	23	27
a-9	14	17	13	2	7	27	18	11	15	2	7	25	18	32	23

etc., Drawn.

A. Varies from game 81, Dearborn and Stewart, and is much better.

B. Brought up from the Double Corner formation thus: 9-14, 22-17, 11-16, 25-22, 8-11, 22-18, 16-20, 18-9, 5-14.

C. Now into a Kelso Cross brought up thus:

10	15	12	16	16	20	7	10	8	12	4	8	9	14	5	14
23	18	21	17	17	13	26	23	25	21	29	25	18	9	22	17

Then 15-18, 30-26 and the positions are alike.

VARIATION 1.

26	22	11	18	19	15	6	15	26	22	11	18	28	19	12	16
7	11	31	26	10	19	23	14	3	8	14	10	16	23		
22	15	8	11	17	10	15	18	22	15	19	24	10	7	Drawn.	

Heffner and Barker 1887.

GAME No. 244. PAISLEY, 12-16, 22-18.

Black, Stewart; White, Head.

12	16	23	14	8	12	29	25	3	19	18	15	9	27	26	23
22	18	4	8	25	21	11	16	23	16	10	14	19	16	31	26
8	12	24	19	16	20	30	26	12	19	15	10	20	24	23	19
18	14	16	23	31	27	16	19	27	23	24	27	25	21	26	23
10	17	27	18	6	9	24	15	19	24	32	23	5	9	19	16
21	14	12	16	26	23	7	10	23	19	14	17	16	11	23	19
9	18	28	24	a-1	6	14	7	6	10	21	14	27	31	16	12

Drawn.

- A. Varies from game 141, Horr and A. Jordan, and evenly contested.

BOARD No. 2. BUCHANAN AND REYNOLDS.

GAME No. 245. WAGRAM, 9-13, 24-20.

Afternoon Session. Black, Buchanan; White, Reynolds.

9	13	8	15	4	8	14	23	11	25	b-7	10	2	9	22	26
24	20	21	17	25	22	27	18	30	21	22	18	21	17	7	2
a-11	15	5	9	8	11	10	14	1	5	14	23	9	13	8	11
22	17	17	13	28	24	18	9	26	22	27	18	18	14	2	6
13	22	9	14	3	8	15	19	5	14	6	9	13	22	11	15
25	11	29	25	23	18	24	15	31	27	13	6	14	7	6	10

Drawn.

- A. Varies from game 199, Morrall and Barker.
 B. Ferrie in his match with Wyllie played 8-11, the play is credited to Swan.

GAME No. 246. KELSO CROSS, 9-13, 24-20.

Black, Reynolds; White, Buchanan.

9 13	7 10	2 7	3 7	11 18	5 9	17 26	21 17
24 20	26 23	31 26	30 26	19 16	28 24	16 7	12 16
10 15	10 14	7 14	14 17	12 19	9 14	26 30	<i>b</i> -17 14
23 18	23 19	26 19	21 14	24 15	24 19	7 3	15 11
<i>a</i> -6 9	14 23	1 6	9 18	7 11	14 17	30 21	
27 24	19 10	32 27	22 15	26 22	19 16	3 12	Drawn.

A. Varies from game 199, Morrall and Barker.

B. Counterpart all through.

GAME No. 247. DYKE, 11-16, 22-17.

Evening Session. Black, Buchanan; White, Reynolds.

11 16	8 11	4 8	1 5	11 15	10 17	6 15	23 18
22 17	27 23	25 22	32 27	27 24	21 14	19 10	24 19
16 19	<i>a</i> -11 16	8 11	9 14	16 19	15 18	30 26	22 26
23 16	17 13	31 27	18 9	23 16	24 19	10 6	1 6
12 19	9 14	5 9	5 14	14 18	18 22	2 9	18 14
24 15	22 17	23 18	26 23	16 11	28 24	13 6	11 7
10 19	7 10	14 23	19 26	18 25	25 30	26 23	3 10
25 22	29 25	27 18	30 23	17 14	14 10	6 1	Drawn.

A. Varies from game 30, Hynd and Head.

GAME No. 248. DYKE, 11-16, 22-17.

Black, Reynolds; White, Buchanan.

11 16	25 22	9 14	22 18	10 17	25 21	2 6	1 6
22 17	8 11	18 9	14 23	21 14	10 17	27 24	16 23
16 19	27 23	5 14	26 19	1 6	21 14	20 27	6 15
23 16	<i>a</i> -6 10	29 25	11 15	30 25	8 12	31 24	23 27
12 19	23 16	4 8	17 14	3 8	14 9	6 10	
24 15	11 20	25 22	15 24	32 27	7 11	5 1	
10 19	22 18	8 11	28 19	6 10	9 5	11 16	Drawn.

A. Varies from game 30, Hynd and Head.

BOARD No. 3. R. JORDAN AND HILL.

GAME No. 249. WHILTER, 11-15, 23-19.

Afternoon Session. Black, Hill; White, R. Jordan.

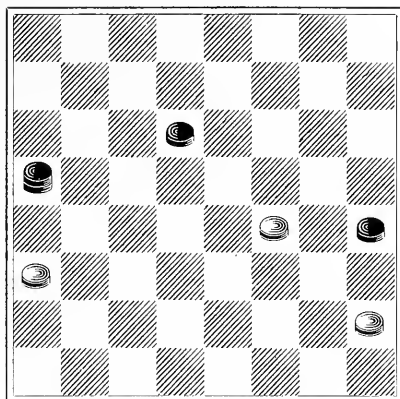
11 15 11 16 8 11 16 23 1 5 15 24 14 18 16 20
 23 19 26 23 22 17 27 2 13 9 28 19 2 6 15 10
 9 14 16 20 *b*-11 16 20 27 10 15 4 8 18 23
 22 17 30 26 23 18 2 9 17 10 10 6 6 9
 7 11 2 7 *c*-14 30 5 14 5 14 8 11 11 16
 25 22 *a*-17 13 29 25 32 23 23 19 6 2 19 15 Drawn.

- A. Varies from game 49, Head and R. Jordan. It is new so far, as book play goes, but it has been well analyzed and published.
 B. 4-8 is stronger, it confines white to a single line of play to draw.

4 8 29 25 12 19 16 11 10 26 21 17 20 27 24 20
d-26 22 7 11 23 16 12 16 17 10 26 30 32 14 10 17
 15 18 31 26 5 9 11 7 6 15 25 21 25 22 20 11
 22 15 11 15 *e*-26 23 15 19 13 6 *f*-30 25 28 24 3 10
 11 18 19 16 8 12 24 15 1 10 *g*-27 24 22 13 21 7
 Drawn.

- C. If 15-22, then 29-25, 22-29, 26-22, Draws.
 D. 29-25, 11-16, 23-18, 14-30, 25-22, 16-23, 27-2, 20-27, 2-9, 5-14, 32-23, 30-26 and blacks appear strong enough to win. Again at D, 19-16 12-19, 23-16, 8-12, 24-19, 15-24, 28-19, then 14-18, seems to win for black. The win however, is easily missed here, should black instead of 14-18 play 11-15, a tempting-looking move, whites secure this trap, 26-23, 15-24, 16-11, 7-16, 23-19.
 E. 16-11, 18-22, B. W.
 F. 18-22, 7-2, 15-19, 2-6, 10-15, 6-10, 22-26, 28-24, 19-28, 10-12, 26-31, 27-23, 31-26, 23-19, 26-22, 17-13, 30-26, 21-17, Drawn.
 G. 7-2 a likely looking move would lose thus:
 3-7, 2-11, 18-22, 11-18, 25-29, 18-25, 29-13, 27-24, 20-27, 32-23, 16-20, 23-19, leaving the following neat problem.

BLACK.



WHITE.

Black to play and win.

13 9 10 15 20 24 24 27 27 31 27 24 19 15
 19 16 12 8 28 19 17 13 7 2 6 1 13 9
 9 14 14 10 15 24 10 14 31 27 24 19 15 10
 1-16 12 8 3 21 17 3 7 2 6 1 5 B. W.

VARIATION I.

16 11 18 15 17 10 6 10 8 12 20 24 3 7 27 31
 14 18 11 7 15 6 3 8 15 19 8 3 19 15 24 20
 21 17 10 14 7 3 10 15 12 8 24 27 28 24 31 27
 B. W.

GAME No. 250. DEFIANCE, 11-15, 23-19.

Black, R. Jordan; White, Hill.

11 15 25 9 15 24 22 18 8 11 9 5 20 27 3 8
 23 19 5 14 28 19 4 8 22 18 14 23 11 8 12 16
 9 14 29 25 11 15 20 16 11 20 5 1 27 31
 27 23 11 15 32 28 a-3 7 b-18 15 7 10 8 3
 8 11 25 22 15 24 26 22 1 6 15 11 10 15
 22 18 7 11 28 19 9 13 23 18 23 27 1 10
 15 22 24 20 6 9 18 9 10 14 31 24 15 24 B. W.

- A. Varies from game 21, A. Jordan and Dearborn.
 B. Loses. Anderson gives 30-26 for the draw.

GAME No. 251. KELSO, 10-15, 21-17.

Evening Session. Black, Hill; White, R. Jordan.

10	15	22	15	7	11	27	20	26	30	7	2	9	14	18	15
21	17	5	9	22	17	18	23	7	10	17	22	20	16	20	24
11	16	28	19	11	18	22	18	14	17	2	7	14	17	15	11
23	18	4	8	26	22	6	9	21	14	1	5	22	13	20	24
16	20	25	22	b-2	7	17	13	30	21	32	28	30	26	19	15
18	11	7	10	22	15	23	26	10	15	5	9	13	17	12	19
8	15	29	25	7	11	13	6	23	26	d-7	11	26	23	11	16
17	14	a-9	14	31	26	14	23	14	10	22	18	17	14	19	23
9	18	25	21	11	18	6	2	c-26	30	15	22	23	27	16	19
24	19	3	7	26	22	10	14	10	7	8	24	14	18		
15	24	30	25	20	24	2	7	21	17	28	19	27	24	W. W.	

- A. Varies from game 58, Horr and Searight.
 B. Leads to a very hard end game for black, 20-24, 22-15, 24-28, much better.
 C. 26-31 would have been more effective, and very probably draws with careful play.
 D. 28-24 also wins.

GAME No. 252. KELSO, 10-15, 21-17.

Black, R. Jordan; White, Hill.

10	15	9	14	14	17	2	6	30	26	17	21	21	17	16	23
21	17	18	9	21	14	30	25	17	13	6	10	1	6	27	18
11	16	5	14	10	17	17	21	26	31	21	25	11	15	20	27
22	18	24	19	31	26	25	22	13	9	18	14	6	1	32	23
15	22	11	16	4	8	7	11	6	13	25	30	8	11	22	6
25	18	25	21	28	24	22	18	15	6	14	9	1	6	1	10
8	11	7	10	6	9	21	25	31	26	30	25	26	22	11	15
17	13	26	22	13	6	26	22	6	2	9	6	6	1	10	19
16	20	3	7	1	10	25	30	13	17	a-25	21	15	18	17	10
29	25	22	18	18	15	22	17	2	6	6	1	23	14	Drawn.	

A. Varies at this point from game 121, Stewart and Hill, the former playing 26-22 and Hill drew with the trap by 23-18.

BOARD No. 4. FERRIE AND HARR.

GAME No. 253. SECOND DOUBLE CORNER, 11-15, 24-19.

Afternoon Session. Black, Ferrie; White, Harr.

11 15	11 16	8 11	1 5	15 24	12 19	10 17	21 25
24 19	25 22	26 22	18 9	32 28	23 16	27 23	22 17
15 24	16 20	9 14	5 14	7 11	2 7	15 19	25 29
28 19	22 17	18 9	29 25	28 19	25 22	23 18	17 14
8 11	4 8	5 14	11 15	11 15	14 17	17 21	6 10
22 18	17 13	22 18	a-30	26 19	16 21	14 18	15 15

etc., Drawn.

A. Varies from game 140, Searight and Reynolds, and is a very good line. 32-28 is also good. From here the game was well handled by both players.

GAME No. 254. SECOND DOUBLE CORNER, 11-15, 24-19.

Black, Harr; White, Ferrie.

11 15	22 18	4 8	19 10	7 10	b-23	19 11	16 10	7
24 19	11 16	17 13	7 14	28 24	6 15	c-30	26 16	19
15 24	25 22	8 11	32 28	10 15	19 10	2 11		
28 19	16 20	26 22	3 7	17 10	9 14	26 10		
8 11	22 17	10 15	a-22	17 15	22 10	7 11	15	Drawn.

A. Varies from game 119, Harr and Morrall, and the play from here out proved highly entertaining to the large audience who were delighted with the way Harr extricated his game from what appeared to them a sure loss.

B. If 10-7 then 9-14 forces matters.

C. 7-3, 22-25, 29-22, 14-18, 22-15, 5-9, Drawn.

GAME No. 255. DENNY, 10-14, 24-19.

Evening Session. Black, Ferrie; White, Horr.

10 14 8 24 12 19 13 22 4 8 14 18 f-16 20 7 14
 24 19 28 19 23 16 25 9 27 23 23 14 g-26 22 17 10
 6 10 7 11 15 19 5 14 b-10 15 8 12 20 24 19 23
 22 18 25 22 22 17 29 25 16 11 c-14 9 22 17
 11 15 11 15 9 13 2 7 7 16 d-3 7 12 16
 18 11 a-19 16 30 25 25 22 22 17 e-17 14 14 10 Drawn.

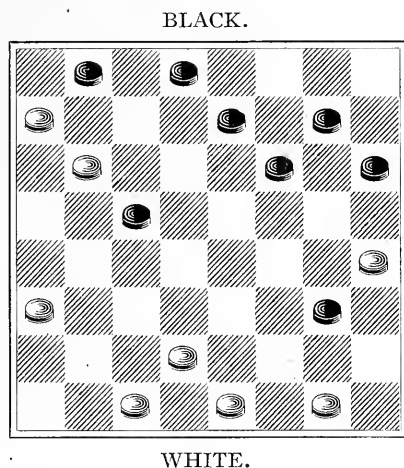
- A. Varies from game 93, Ferrie and Grover.
 B. This looks weak, 8-12 appears good.
 C. If 32-28, then 1-6 is the only move to draw, and evidently 14-9 was intended to head off this draw.
 D. The play is so palpably bad from here, that we are unable to account for it, probably it has been wrongly copied into the book. It does not require any more than ordinary ability to see that this move must prove fatal. 19-24 the only prospect for a draw, is also easily seen, and we incline to think it was taken. The play would then fit in thus: 19-24, 17-14, 3-7, 26-22, 16-19. Now same as game at 39th move, and most likely the way it was played.
 E. 32-28 of course wins easily.
 F. Again 19-24 is the only move.
 G. And again 32-28 wins.

GAME No. 256. DENNY, 10-14, 24-19.

Black, Horr; White, Ferrie.

10 14 25 9 11 16 24 20 14 18 20 11 12 16 22 18
 24 19 5 14 a-17 13 15 24 22 15 7 16 5 9 27 31
 6 10 29 25 3 7 23 19 11 18 9 6 18 23 18 15
 22 17 11 15 b-13 9 16 23 21 17 1 10 31 26 10 14
 9 13 25 22 8 11 27 9 8 11 5 1 16 19 9 27
 28 24 7 11 c-9 5 d-10 14 17 13 16 20 26 22 31 24
 13 22 22 17 4 8 26 22 11 16 1 5 24 27 Drawn.

- A. Weak. 26-22 or 23-18 are much stronger.
 B. Varies from game 223, A. Jordan and Heffner.
 C. Appears compulsory.
 D. The move that gave us a fright when playing game 223. The draw for white from here is very critical, and we still possess a lingering doubt of its soundness. The position at this point we give on the following diagram.



White to play, can black win?

BOARD No. 5. SEARIGHT AND GROVER.

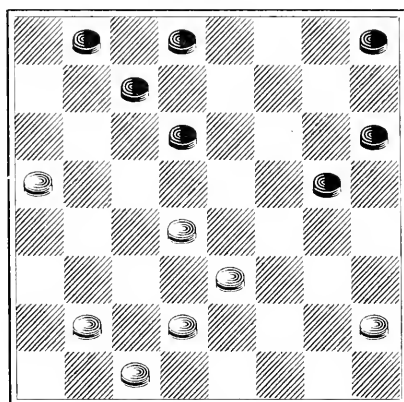
GAME No. 257. KELSO, 10-15, 21-17.

Afternoon Session. Black, Searight; White, Grover.

10	15	17	13	7	10	32	23	4	8	19	10	31	27	6	1
21	17	8	11	b-31	26	3	7	18	15	18	23	24	20	18	22
11	16	29	25	11	15	22	18	10	14	25	22	1	5	1	6
22	18	9	14	23	18	7	16	28	24	23	27	13	9	8	11
15	22	18	9	14	23	c-23	19	14	18	22	18	27	23	6	10
25	18	5	14	27	11	16	23	15	10	27	31	10	6	22	17
16	20	a-26	22	20	27	26	19	6	15	18	14	23	18	B. W.	

- A. Varies from game 13, Denvir and Ferrie, also game 176, Ferrie and Head.
- B. This seems to give black by far the better game. 25-21 brings the play back into the old rut and should have been taken.
- C. Hopeless after this, the following is submitted to draw.

BLACK.



WHITE.

White to play and draw.

25 21 12 19 30 16 1 5 20 16 26 30 8 11
 4 8 17 14 8 11 28 24 19 23 8 3 22 18
 21 17 10 17 16 7 11 16 16 11 30 26 11 7
 d-16 19 26 22 2 11 24 20 23 26 3 8 18 9
 23 16 17 26 18 14 16 19 11 8 26 22 7 2 Drawn.

- D. 16-20 is also strong, but we believe a draw can be shown.

GAME No. 258. KELSO, 10-15, 21-17.

Black, Grover; White, Searight.

10 15 15 22 16 20 5 14 3 7 15 24 4 8 2 11
 21 17 25 18 29 25 25 21 22 17 28 19 19 16 26 23
 11 16 8 11 9 14 7 10 11 15 17 11 12 19 11 15
 22 18 17 13 18 9 26 22 24 19 30 26 23 7 a-13 9

After the shot the score book is marked drawn.

- A. Played the same to here as game 13, Denvlr and Ferrie.

GAME No. 259, SINGLE CORNER, 11-15, 22-18.

Evening Session, Black, Searight; White, Grover.

11	15	10	17	a-1	6	8	12	7	10	23	26	8	11	14	17
22	18	21	14	26	23	19	15	14	7	27	23	15	8	6	10
15	22	16	20	13	17	3	8	2	11	26	31	24	22	b-17	21
25	18	23	18	31	26	23	19	24	19	22	17	5	1		
12	16	6	10	8	11	11	16	5	9	31	27	6	10		
29	25	25	21	24	19	26	22	30	25	17	14	8	3		
9	13	10	17	4	8	16	23	11	16	27	24	10	14		
18	14	21	14	28	24	22	13	25	22	14	5	1	6	Drawn.	

- A. Varies from game 161, Heffner and Stewart.
- B. Book all through, the play can be found in Drummond, where the play continues thus: 3-8, 21-25, 10-15, 25-30, c-15-11, 16-19. Drawn.
- C. 23-18, 16-19, 15-24, 20-27, 32-23, 22-15, B. W.

GAME No. 260. SINGLE CORNER, 11-15, 22-18.

Black, Grover; White, Searight.

11	15	9	13	6	10	13	17	8	12	11	16	20	27	10	15
22	18	18	14	25	21	31	26	15	8	18	15	32	23	9	6
15	22	10	17	10	17	7	11	4	11	16	23	17	21	7	11
25	18	21	14	21	14	23	19	24	19	15	6	14	9	6	2
12	16	16	20	2	6	3	7	6	10	1	10	5	14	a-11	16
29	25	23	18	26	23	19	15	28	24	27	18	18	9	Drawn.	

- A. Played same as game 161, Heffner and Stewart.

BOARD No. 6. A. JORDAN AND BARKER.

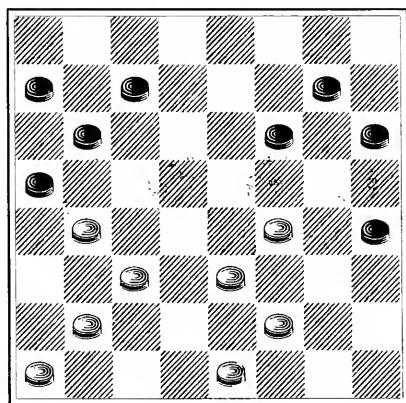
GAME No. 261. EDINBURGH, 9-13, 24-19.

Afternoon Session. Black, A. Jordan; White, Barker.

9 13 *a*-27 18 3 7 27 20 15 19 2 6 5 9 7 10
 24 19 12 16 18 15 6 10 11 7 9 13 18 15 26 31
 11 15 26 23 7 11 *c*-31 26 10 15 10 7 9 14 15 11
 28 24 16 20 21 17 11 15 7 2 23 26 6 9 31 26
 6 9 24 19 11 18 19 16 15 18 25 22 14 18 11 7
 23 18 8 12 23 7 12 19 22 15 26 30 2 7 27 23
 1 6 32 27 2 11 23 16 13 31 7 2 18 22 7 2
 18 11 4 8 26 23 8 12 15 10 31 27 9 14 23 18
 7 23 30 26 *b*-20 24 16 11 19 23 22 18 22 26 Drawn.

- A. Varies from game 32, Hynd and Head, and is much stronger.
 B. Well played and only move to draw. The position is so interesting here, that it calls for more than passing notice.
 (See diagram.)

BLACK.



WHITE.

Black to play and draw.

Which is handsomely accomplished by Mr. Jordan.

- C. Mr. Jordan makes easy work of it after this.

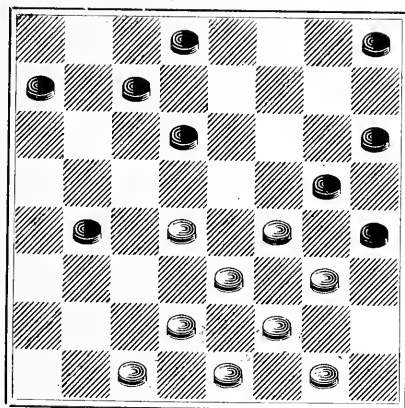
GAME No. 262. EDINBURGH, 9-13, 24-19.

Black, Barker; White, A. Jordan.

9 13 29 25 10 17 14 7 5 9 18 14 16 23 19 15
 24 19 a-11 16 21 14 3 10 d-30 25 10 17 27 18 31 26
 11 16 18 14 1 6 c-18 15 9 14 21 14 20 27 14 9
 22 18 10 17 22 18 4 8 22 18 6 10 32 23 26 23
 8 11 21 14 13 17 26 22 14 17 14 7 22 26 18 14
 25 22 6 10 28 24 17 26 25 21 2 18 23 19 23 18
 16 20 25 21 b-7 10 31 22 17 22 23 14 26 31 Drawn.

- A. Varies from game 31, Head and Hynd.
 B. This should have lost the game to Barker. 4-8, 18-15, then
 7-10, 14-7, 3-10 draws.
 C. The diagram shows the position.

BLACK.



WHITE.

White to play and win.

18-14, 2-7, 32-28, 1-17-21, 19-15, 10-17, 15-11, 7-10,
 11-7, W. W.

Variation 1.

17-22, 26-17, 6-9, 19-15, 10-26, 30-23, 9-18, 23-14, 4-8,
 31-26, etc., W. W.

- D. If 22-18, then 9-14 or 2-7, both draw.

GAME No. 263. DUNDEE, 12-16, 21-17.

[Evening Session. Black, A. Jordan; White, Barker.

12	16	8	15	3	8	6	9	25	22	18	23	18	23	31	26
21	17	26	23	28	24	32	28	23	18	9	6	14	18	7	10
9	13	16	20	8	12	2	6	22	15	10	14	23	26	26	22
24	20	25	21	23	19	29	25	24	20	19	15	10	7	10	14
a-11	15	4	8	9	14	15	18	15	24	23	26	26	30	22	17
20	11	23	18	18	9	22	8	28	19	15	10	7	2	15	10
7	16	8	11	5	14	13	29	9	13	26	31	30	26	17	22
23	18	30	26	27	23	8	3	b-7	2	6	9	18	15		
5	9	1	5	20	27	29	25	14	18	14	18	26	23		
18	11	26	23	31	24	3	7	2	9	9	14	2	7	Drawn.	

A. Varies from game 91, R. Jordan and Reynolds.

B. The following also draws.

20	16	*13	17	2	6	22	26	7	2	2	6	6	9		
6	9	7	2	9	13	11	7	17	22	14	18	26	31	Drawn.	
16	11	17	22	6	15	13	17								

GAME No. 264. DUNDEE, 12-16, 21-17.

Black, Barker; White, A. Jordan.

12	16	11	20	10	17	10	17	13	22	20	27	10	15	21	25
21	17	17	14	25	21	25	21	26	17	31	24	19	10	5	1
9	13	10	17	1	6	2	6	8	11	11	15	5	9	8	11
a-25	21	21	14	21	14	21	14	24	19	24	20	14	5	16	7
16	19	6	10	6	10	6	10	4	8	15	24	7	21	b-3	10
23	16	29	25	30	25	22	17	27	24	28	19	20	16	Drawn.	

A. Varies from game 91, R. Jordan and Reynolds.

B. An original, interesting, and well played game.

BOARD No. 7. GARDNER AND DENVIR.

GAME No. 265. KELSO CROSS, 10-15, 23-18.

Afternoon Session. Black, Gardner; White, Denvir.

10 15	16 19	12 19	7 16	5 9	4 8	8 11	23 26
23 18	17 14	32 27	18 11	13 6	a-25	21 30	25 17 13
12 16	6 9	3 8	9 27	1 19	2 6	16 20	26 30
21 17	27 23	27 23	31 15	25 22	22 17	26 22	
9 13	8 12	11 16	13 17	8 15	15 18	18 23	
24 20	23 16	20 11	22 13	29 25	17 14	22 17	Drawn.

A. Varies from game 126, Buchanan and Barker.

GAME No. 266. KELSO CROSS, 10-15, 23-18.

Black, Denvir; White, Gardner.

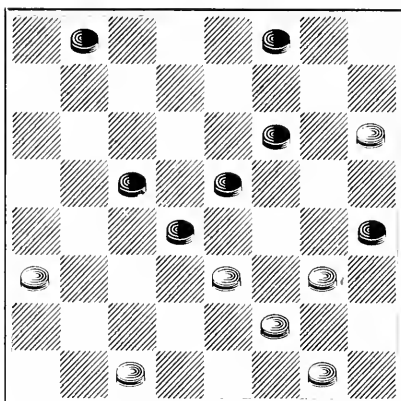
10 15	22 18	5 14	17 10	1 6	12 8	26 19	7 11
23 18	15 22	25 22	7 14	32 28	25 30	7 10	30 26
12 16	25 18	7 11	31 26	6 10	8 3	14 18	11 15
a-26	23 4 8	19 16	11 15	21 17	10 14	11 8	
16 19	29 25	2 7	28 24	14 21	3 7	18 22	
23 16	6 10	16 12	8 11	23 7	15 19	8 3	
11 20	24 19	10 15	26 23	3 10	24 15	22 26	
18 11	9 14	22 17	c-11 16	26 23	30 26	3 7	
8 15	18 9	b-15 18	30 26	21 25	15 11	26 30	W. W.

A. Varies from game 19, Barker and Searight.

B. 1-5 makes a very good move here.

C. Mr. Gardner scores a splendid win from here. The following is submitted to draw.

BLACK.



WHITE.

Black to play and draw.

18 22 11 15 25 29 25 22 22 17 13 22 20 27 32 27
 23 19 16 11 8 4 8 11 16 19 32 28 18 15 10 6
 15 18 22 25 29 25 1 5 17 13 18 23 27 32 5 9
 19 16 11 8 4 8 11 16 19 17 27 18 15 10 6 1
 Then 9-13, 1-5, 22-18, 5-9 18-23. Drawn.

GAME No. 267. KELSO EXCHANGE, 10-15, 22-18.

Evening Session. Black, Gardner; White, Denvir.

10 15 8 15 7 16 4 8 5 9 1 6 10 15 14 17
 22 18 21 17 24 20 24 19 28 24 19 16 26 23 23 19
 15 22 a-9 13 3 8 15 24 9 14 12 19 6 9 17 26
 25 18 30 25 20 11 28 19 24 20 23 7 31 27 b-19 10
 11 15 13 22 8 15 6 10 8 11 2 11 9 13
 18 11 25 11 27 24 32 28 29 25 25 22 27 24 Drawn.

- A. Varies from game 59, Searight and Horr.
- B. There is little choice on either side from A.

GAME No. 268. KELSO EXCHANGE, 10-15, 22-18.

Black, Denvir; White, Gardner.

Foot note in score book states this was a repeat of game 267.

BOARD No. 8. HYND AND DEARBORN.

GAME No. 269. PAISLEY, 12-16, 24-19.

Afternoon Session. Black, Dearborn; White, Hynd.

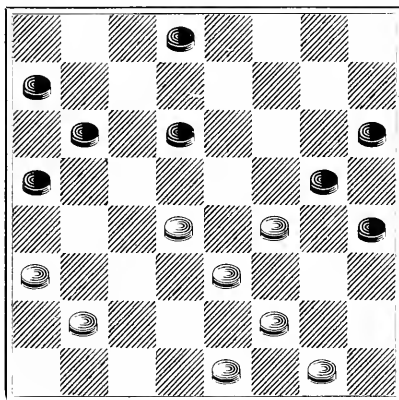
12 16 22 17 6 22 26 23 10 14 22 6 13 17 23 19
 24 19 7 10 23 7 9 13 *d*-27 24 2 9 10 6 31 26
 8 12 30 26 3 10 28 24 20 27 19 15 17 22 6 10
 22 18 *b*-16 20 25 18 11 16 31 24 9 13 6 2 14 18
 4 8 19 15 1 6 24 19 16 20 18 9 22 26 10 15
 26 22 10 19 29 25 6 9 32 27 5 14 2 6
a-10 14 17 10 8 11 *c*-25 22 *e*-13 17 15 10 26 31 W. W.

A. Varies from game 7, Buchanan and Hill, and is a weak line.

B. 9-13 would have been better.

See diagram for the position at C.

BLACK.



WHITE.

White to play and win.

- C. Seems to permit a draw, 18-15 wins for white.
 D. 32-28 and black draws thus:

32 28 7 10 19 10 12 16 23 16 30 25 18 15
 2 7 28 24 16 19 15 11 14 30 22 18 13 17
 31 26 10 15 24 15 16 19 27 23 25 22 Drawn.

- E. A simple draw is missed here thus: 2-7, 19-15, 13-17, 22-6, 7-10. Drawn with white doing the running.

GAME No. 270. PAISLEY, 12-16, 24-19.

Black, Hynd; White, Dearborn.

12 16 30 25 5 14 22 18 21 25 15 10 6 10 23 16
 24 19 7 10 18 9 13 17 22 18 7 11 14 9 12 28
 8 12 *b*-22 17 6 13 21 14 25 30 10 7 5 14 7 16
 22 18 *c*-9 13 *d*-29 25 10 17 28 24 30 25 18 9 8 12
 10 14 18 9 3 7 18 14 16 20 7 3 10 14 *h*-16 19
 25 22 13 22 25 22 *e*-17 21 19 15 *g*-2 6 9 6
a-4 8 25 18 1 5 26 22 *f*-11 16 3 7 16 19

Drawn after a very badly played ending on the part of white.

- A. Varies from game 110, Hynd and Denvir. It is an improvement over 16-20 as played in that game, but still weak. 7-10 is best.
 B. Now the same as game 269.
 C. Hynd differs from Dearborn here.
 D. Play has been published on 28-24, and was probably the line Hynd had hoped for.
 E. A very hard game for black after this. 2-6 looks as if it might draw with careful play thus: 2-6, 26-22, 17-26, 31-22, 16-20, etc.
 F. 30-25, 15-10, 25-22, 10-3, 22-15, 24-19, 15-24, 32-28, W. W.
 G. 25-22, 3-7, 22-15, 23-19, 16-23, 7-16, 12-28, 27-4, W. W.
 H. It certainly looks as if white must win by proper play.

GAME No. 271. SINGLE CORNER, 11-15, 22-18.

Evening Session. Black, Dearborn; White, Hynd.

11 15	12 16	10 17	6 10	2 6	7 11	3 7	6 31
22 18	29 25	21 14	25 21	26 23	23 19	12 3	
15 22	9 13	16 20	10 17	13 17	a-11 16	17 21	
25 18	18 14	23 18	21 14	31 26	19 12	3 10	Drawn.

- A. Varies from game 161, Heffner and Stewart. After the stroke both players agreed to call the game drawn.

GAME No. 272. SINGLE CORNER, 11-15, 22-18.

Black, Hynd; White, Dearborn.

11 15	12 16	16 20	6 10	9 13	11 15	1 5	14 17
22 18	29 25	28 24	25 22	18 9	23 18	26 23	21 14
15 22	a-10 14	8 11	4 8	5 14	15 24	5 14	10 17
25 18	24 19	19 16	16 12	24 19	18 9	22 18	32 28

Soon after abandoned as drawn.

- A. Varies from game 147, Heffner and Gardner.

BOARD No. 9. HALLIWELL AND SCHAEFER.

GAME No. 273. DENNY, 10-14, 24-20.

Afternoon Session. Black, Schaefer; White, Halliwell.

10 14	12 16	4 8	5 9	7 14	1 5	15 18	23 27
24 20	20 11	25 22	24 20	30 26	18 9	19 15	20 16
11 15	8 22	8 11	9 13	b-2 7	5 14	18 23	12 19
22 18	26 10	28 24	23 18	26 23	27 24	15 8	24 15
15 22	6 15	a-9 14	14 23	7 10	10 15	3 12	
25 18	29 25	31 26	26 10	22 18	23 19	32 28	Drawn.

- A. Varies from game 146, Gardner and Heffner.

- B. 2-6 followed by 6-9 is also very good.

GAME No. 274. DENNY, 10-14, 24-20.

Black, Halliwell; White, Schaefer.

10 14 15 22 8 11 9 18 18 25 c-10 14 1 6 5 9
 24 20 26 10 21 17 17 13 29 22 31 26 23 19 26 22
 11 15 6 15 15 18 a-3 8 b-7 10 d-14 17 17 21 2 7
 22 18 28 24 23 14 25 22 27 23 32 28 22 17 22 18
 Then 7-10, 19-15, W. W.

- A. Varies from game 84, Stewart and Dearborn.
 - B. 11-15 looks very good, this is weak.
 - C. Black adds to its weakness little by little.
 - D. More of it. 1-6 decidedly better and draws, if answered with 32-28 which appears best, play 14-18, 23-14, 6-9, 13-6, 2-25, 30-21, 11-16, 20-11, 8-15. Drawn.
- Or if answered with 23-19 then 5-9 looks like an easy game.
 A draw after 14-17 is doubtful.

GAME No. 275. 12-16, 22-18.

- Evening Session. Black, Halliwell; White, Schaefer.

This game resulted in a draw, but the players failed to give it in the copy book. We made an effort to secure the game from Dr. Schaefer, but he could not recall the opening or play. We were unable to reach Mr. Halliwell for want of an address.

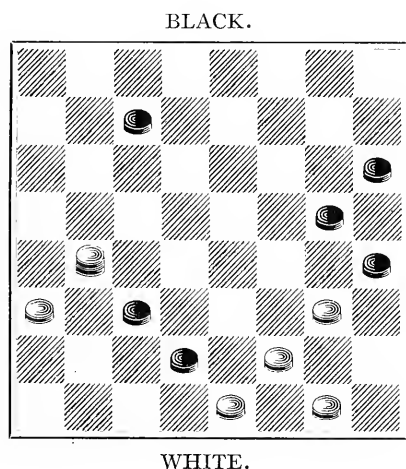
GAME No. 276. PAISLEY, 12-16, 22-18.

Black, Halliwell; White, Schaefer.

12 16 16 20 7 11 b-5 9 3 7 6 10 26 30 17 26
 22 18 a-28 24 21 17 26 22 15 11 e-8 3 10 14 31 22
 8 12 11 16 11 18 1 5 8 15 14 17 30 25 25 18
 24 19 30 25 22 15 29 25 18 11 21 14 14 18 23 14
 4 8 9 13 13 22 c-9 13 10 14 10 26 13 17 16 23
 25 22 18 15 25 18 d-25 21 11 8 3 10 18 22 Drawn.

- A. Varies from game 33, Halliwell and Grover.
- B. 3-7 as played by Buchanan in game 365 is best.
- C. 9-14, 18-9, 5-14, 22-18, 3-7, 18-9, 6-13, 15-6, 2-9 would have been better, a draw after 9-13 is somewhat doubtful, though to prove it otherwise we found the task too great with the short time at our disposal.
- D. 15-11 may win, but it is no easy matter to find.
- E. We thought to win with 22-18 but 13-17, 18-9, 5-14, 8-3, 17-22, 19-15, 10-26, 3-17, *2-6, and white still have a very powerful position and possibly a winning one, but our opinion is that it admits of a close draw.

We give it on the diagram, and leave it for the critics to master.



White to play. Can they win?

BOARD No. 10. MORRALL AND HEFFNER.

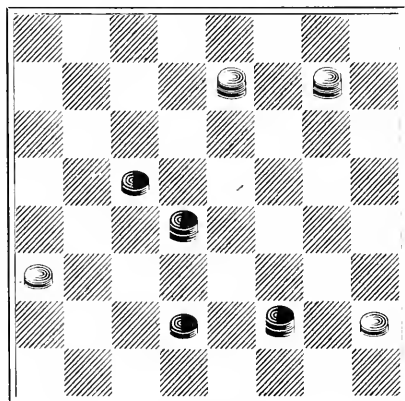
GAME No. 277. DEFIANCE, 9-14, 24-19.

Afternoon Session. Black, Heffner; White, Morrall.

9 14	26 19	6 9	6 2	17 22	11 7	26 31	16 20
24 19	3 10	27 23	26 30	28 24	5 9	12 16	26 22
11 15	29 25	9 14	2 6	22 26	16 11	31 26	28 24
27 24	8 11	18 9	30 25	32 28	14 18	16 20	14 18
a-5 9	25 22	1 5	6 10	26 31	7 2	26 31	15 11
22 18	4 8	9 6	25 18	19 16	22 26	20 16	22 17
15 22	30 26	2 9	10 15	12 19	2 7	14 18	13 9
25 18	11 15	23 18	18 14	24 15	9 14	21 17	17 14
7 11	26 23	10 14	15 8	31 27	b-11 8	18 23	9 5
19 15	9 13	19 10	13 17	11 16	c-18 15	17 13	14 10
10 19	23 18	14 23	8 11	13 17	7 11	10 14	24 19
23 7	8 11	10 6	9 13	15 11	15 10	11 15	
14 23	31 27	23 26	24 19	17 22	8 12	31 26	Drawn.

- A. Varies from game 21, A. Jordan and Dearborn.
- B. 11-16 is better and probably draws.
- C. Probably no win after this, but submit the following to win.

BLACK.



WHITE.

Black to play and win.

d-27 23 10 17 26 31 24 19 27 23 11 8 11 7 8 12
 1-7 10 22 13 8 12 31 27 16 11 15 11 12 8 23 19
 18 22 28 24 23 18 e-19 16 f-18 15 8 4 7 3 B. W.

D. When playing we thought 7-10 would draw against this move, some moves later we realized, draw or not, it was the proper play.

VARIATION 1.

8 3 8 11 2 9 20 16 13 9 5 1 5 9 14 9
 23 19 26 31 26 22 26 30 15 11 15 10 1 5 15 18
 3 8 11 7 9 13 16 12 9 5 1 5 9 14 8 11
 18 22 31 26 19 15 30 26 18 14 10 6 10 17 18 14
 7 2 7 2 28 24 12 8 5 1 5 1 21 14 9 5
 22 17 14 18 18 23 26 23 22 18 14 10 11 15 14 10
 2 6 6 9 24 20 8 3 1 5 1 5 3 8
 17 13 13 6 23 26 23 18 18 15 6 1 5 1 B. W.

E. 12-8, 27-24, 19-16, 24-19, 16-11, 19-16, 11-7, 18-15, B. W.

F. The force of this move escaped our notice during the course of play, though we had gone over a similar ending before when correcting a Whilter ending in the American Checker review, between Barker and Reed in one of their early matches.

GAME No. 278. DENNY, 9-14, 24-19.

Black, Morrall; White, Heffner.

9 14 25 9 c-1 6 22 17 14 17 32 28 25 22 6 2
 24 19 5 14 29 25 6 9 9 6 10 14 9 13 4 8
 a-6 9 b-26 22 11 16 13 6 17 22 19 10 22 31 23 18
 22 17 11 15 25 22 2 9 6 2 29 25 13 22 3 7
 9 13 22 17 16 20 17 13 22 25 2 6 8 11 22 17
 28 24 7 11 21 17 9 14 31 26 14 17 10 6 7 10
 13 22 17 13 14 21 13 9 25 29 6 9 12 16 2 7
 W. W.

- A. Varies from game 21, and run into game 94, Grover and Ferrie.
- B. Varies from game 94, and think it is stronger.
- C. This seems to be the loser.

GAME No. 279. DUNDEE, 12-16, 21-17.

Evening Session. Black, Heffner; White, Morrall.

12	16	22	18	10	17	23	16	16	20	13	9	7	14	13	9
21	17	9	14	29	25	20	24	22	17	<i>b</i> -20	24	1	6	27	32
16	20	18	9	17	21	16	12	6	10	9	5	14	18	9	5
17	13	5	14	22	17	7	11	26	23	24	27	22	17	32	28
11	15	25	22	4	8	17	14	19	26	5	1	18	23		
24	19	11	15	<i>a</i> -25	22	15	19	28	19	2	7	16	11		
15	24	19	16	8	12	32	28	1	5	<i>c</i> -19	16	27	31		
28	19	14	18	27	23	11	16	31	22	10	15	17	13		
8	11	23	14	12	19	14	9	5	14	17	10	23	27	Drawn.	

- A. Varies from game 92, Reynolds and R. Jordan.
 B. 2-7 also draws.
 C. If 1-6, 27-32, 6-15, 14-18 draws, or if 1-5, then 7-11 draws.

GAME No. 280. DUNDEE, 12-16, 21-17.

Black, Morrall; White, Heffner.

12	16	28	19	11	15	22	17	20	24	14	9	24	27	19	15
21	17	8	11	19	16	4	8	16	12	16	20	31	24	14	18
16	20	22	18	14	18	25	22	7	11	22	17	20	27	28	24
17	13	9	14	23	14	8	12	17	14	<i>a</i> -6	10	13	9	31	27
11	15	18	9	10	17	27	23	15	19	<i>b</i> -9	5	27	31	24	19
24	19	5	14	29	25	12	19	32	28	<i>c</i> -19	23	17	13	27	24
15	24	25	22	17	21	23	16	11	16	26	19	10	14	9	6
															Drawn.

- A. Mr. Morrall following in our footsteps of the previous game, took us by surprise, we kept trailing along, expecting at every turn he would alter the play, as we preferred the second side when playing blacks, we were satisfied to have him do so, but when we reached this stage we surmised his intentions.
 B. Varies from previous game.
 C. 2-6 loses by 26-33, 19-26, 28-19.

America 2; Great Britain 6; Drawn 32.

EIGHTH DAY'S PLAY.

BOARD No. 1. STEWART AND SCHAEFER.

GAME No. 281. DOUBLE CORNER, 9-14, 24-19.

Afternoon Session. Black, Schaefer; White, Stewart.

9	14	<i>a</i> -28	24	15	22	26	22	<i>b</i> -6	9	32	28	1	5	23	18
24	19	7	11	15	9	11	15	22	17	13	22	9	6	15	22
11	15	22	18	5	14	30	25	<i>c</i> -9	13	25	9	2	9	19	16
W. W.															

- A. Varies from game 21, A. Jordan and Dearborn.
- B. 15-18, 22-15, 12-16, gives black a good game.
- C. Fatal, and very badly played on the part of the Doctor.

GAME No. 282. SECOND DOUBLE CORNER.

Black, Stewart; White, Schaefer.

9	14	5	14	15	24	8	11	16	19	7	10	9	14	19	23
24	19	28	19	18	9	18	14	29	25	14	7	12	8	8	3
11	15	8	11	6	13	10	17	11	15	3	10	14	18	23	26
22	18	<i>a</i> -26	22	27	20	21	14	30	26	20	16	22	17	31	22
15	24	11	15	4	8	12	16	1	5	5	9	13	22	18	25
18	9	22	18	23	18	25	22	25	21	16	12	26	17	Drawn.	

- A. Varies from game 167, Buchanan and Grover.

GAME No. 283. AYRSHIRE LASSIE, 11-15, 24-20.

Evening Session. Black, Schaefer; White, Stewart.

11	15	19	10	11	15	27	4	2	6	20	11	22	26	13	17
24	20	6	15	21	17	9	14	27	23	3	12	2	6	27	18
8	11	22	18	14	21	29	25	6	9	24	19	26	31	17	10
28	24	15	22	30	25	5	9	4	8	13	17	6	13	b-18	15
4	8	26	10	21	30	32	27	1	5	11	7	31	27		
23	19	7	14	31	26	9	13	22	18	17	22	18	9		
a-10	14	25	22	30	23	25	21	12	16	7	2	5	14	Drawn.	

- A. Varies from game 11, R. Jordan and Heffner. This move is not commonly played, considerable play on it can be found in a little treatise by Dr. Schaefer and Kelly.
- B. A very pretty game, but has been played before, and is pretty well known to the expert.

GAME No, 284. AYRSHIRE LASSIE, 11-15, 24-20.

Black, Stewart; White, Schaefer.

11	15	22	18	8	11	20	11	12	19	30	26	27	31	22	17
24	20	15	22	22	17	3	7	17	10	20	24	26	22	23	18
8	11	25	9	13	22	28	19	19	24	16	11	31	27	17	13
28	24	5	14	26	17	7	16	26	23	24	28	11	7	24	19
9	13	29	25	11	16	31	26	24	27	10	7	2	11	13	9
a-23	19	11	15	20	11	16	20	23	19	28	32	8	15		
6	9	25	22	7	16	19	15	27	31	7	3	27	23		
27	23	4	8	24	20	10	19	19	16	32	28	15	10		
9	14	32	28	15	24	23	16	31	27	3	8	28	24	Drawn.	

- A. Varies from game 89, R. Jordan and Reynolds. It was very much in favor with players of a generation ago, but is seldom played by the players of to-day.

BOARD No. 2. BUCHANAN AND DENVIR.

GAME No. 285. SINGLE CORNER, 11-15, 22-18.

Afternoon Session. Black, Buchanan; White, Denvir.

11	15	10	17	11	16	6	9	3	8	8	11	15	18	22	17
22	18	21	14	28	24	30	26	26	22	10	7	6	10	15	11
15	22	8	11	16	20	2	7	7	11	11	15	26	22	16	20
25	18	29	25	31	27	32	28	14	10	7	3	11	15	11	16
12	16	a-4	8	8	12	1	6	9	14	25	30	18	23	12	19
18	14	24	19	25	21	b-23	19	18	2	3	8	27	18	c-10	15
9	18	16	23	7	11	11	16	11	25	30	26	20	27		
23	14	27	18	26	23	19	15	2	6	8	11	18	14	Drawn.	

- A. Varies from game 232, Hynd and Horr.
- B. 24-19 would be bad.
- C. A very prettily played game, and resembles the Double Corner Dyke very much, the colors being reversed. The young Scotchman is well versed on this style of play, and no doubt figured on scoring a win.

GAME No. 286. SINGLE CORNER. 11-15, 22-18.

Black, Denvir; White, Buchanan,

11	15	18	14	10	17	23	19	17	21	24	20	31	27	11	8
22	18	10	17	21	14	a-5	9	3	10	31	26	18	14	15	18
15	22	21	14	2	6	14	5	6	31	23	19	27	24	14	10
25	18	16	20	26	23	11	16	27	23	26	31	19	15	18	15
12	16	23	18	13	17	19	12	20	27	32	23	24	19	10	6
29	25	6	10	31	26	3	7	28	24	8	12	15	11		
9	13	25	21	7	11	12	3	4	8	23	18	19	15	Drawn.	

- A. Varies from game 161, Heffner and Stewart. The remainder of the play is very pretty but along an old line and has developed nothing new.

GAME No. 287. KELSO, 10-15, 21-17.

Evening Session. Black, Buchanan; White, Denvir.

10	15	25	18	9	14	24	19	14	17	22	18	11	18	27	18
21	17	16	20	18	9	11	16	21	14	7	10	23	7	20	27
11	16	17	13	5	14	26	22	10	26	28	24	2	11	32	23
22	18	8	11	25	21	3	7	31	22	8	11	25	21	6	10
15	22	29	25	7	10	30	25	a-4	8	18	15	16	23	18	14

Drawn.

A. Varies from game 57, Searight and Horr.

GAME No. 288. KELSO, 10-15, 21-17.

Black, Denvir; White, Buchanan.

10	15	25	18	9	14	26	22	15	24	19	16	11	15	a-27	4
21	17	16	20	18	9	3	7	28	19	12	19	13	9		
11	16	17	13	5	14	22	17	7	11	23	7	6	22		
22	18	8	11	25	21	11	15	30	26	2	11	23	18		
15	22	29	25	7	10	24	19	4	8	26	23	14	23	Drawn.	

A. Abandoned at this point as drawn, and played the same as game 13 and 258.

BOARD No. 3. R. JORDAN AND DEARBORN.

GAME No. 289. BRISTOL, 11-16, 24-20.

Afternoon Session. Black, Dearborn; White, R. Jordan.

11	16	22	18	a-8	12	27	24	1	5	21	17	7	16	30	21
24	20	9	14	22	17	11	15	27	23	14	21	24	20	14	17
16	19	18	9	4	8	32	27	8	11	25	22	10	14	21	14
23	16	5	14	29	25	3	8	23	16	11	16	20	11	b-6	9
12	19	25	22	8	11	17	13	12	19	20	11	21	25	Drawn.	

A. Varies from game 15, Denvir and Ferrie.

B. Along well beaten paths with no new features.

GAME No. 290. BRISTOL, 11-16, 24-20.

Black, R. Jordan; White, Dearborn.

11 16	27 23	11 16	18 15	<i>b</i> -5 14	18 14	11 16	28 19
24 20	4 8	20 11	<i>a</i> -2 7	25 22	16 20	2 7	16 30
16 19	23 16	7 16	15 6	10 15	14 9	21 25	7 11
23 16	8 12	25 22	1 10	21 17	3 8	30 25	12 16
12 19	32 27	10 14	22 18	14 21	9 6	15 18	
22 18	12 19	29 25	9 13	23 18	8 12	22 15	
8 11	27 23	6 10	18 9	7 11	6 2	19 24	Drawn.

A. Varies from game 82, Stewart and Dearborn.

B. The position has now again become the same as game 82, and with but slight alteration ended the same.

GAME No. 291. DOUBLE CORNER BRISTOL, 9-14, 22-17.

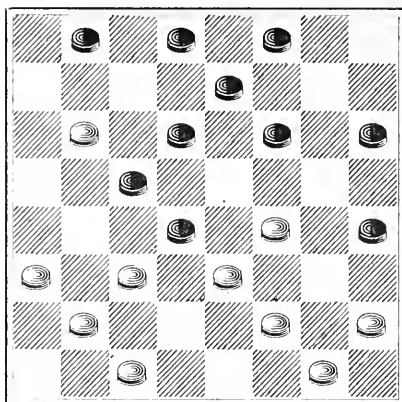
Evening Session. Black, Dearborn; White, R. Jordan.

9 14	8 11	11 15	15 18	18 27	16 20	24 27	1 5
22 17	18 9	17 13	24 19	32 23	25 22	13 6	22 17
11 16	6 22	9 14	8 11	11 16	20 24	27 31	31 26
25 22	26 17	13 9	26 22	20 11	9 6	6 2	19 15
<i>a</i> -16 20	5 9	4 8	<i>b</i> -20 24	7 16	2 9	3 8	26 19
22 18	29 25	31 26	27 20	22 17	17 13	2 7	W. W.

A. Varies from game 9, R. Jordan and Heffner.

B. Hopeless. 11-15 is the only move worth consideration, and no doubt received it, but it must have looked very bad to Mr. Dearborn or he would not have played thus desperately. It should be borne in mind Mr. Dearborn was not accustomed to a time limit, and found the five minutes allowed too short to do justice to his powers. The diagram shows the situation.

BLACK.



WHITE.

Black to play and draw.

The following is suggested as the proper continuation: 11-15, 28-24, 1-5, 22-17, 7-11, 9-6, 2-9, 17-13, 18-22, 25-18, 15-22, 13-6, and the positions seem fairly equal.

GAME No. 292. DOUBLE CORNER DYKE, 9-14, 22-17.

Black, R. Jordan; White, Dearborn.

9 14 10 19 4 8 a-3 7 1 5 d-26 30 5 14 10 14
 22 17 17 10 17 13 27 24 b-24 20 27 24 8 3 3 10
 11 15 6 15 2 6 9 14 8 11 30 21 e-6 10 17 21
 25 22 21 17 27 23 22 17 30 25 22 18 20 16 10 17
 15 19 5 9 7 10 14 18 18 23 15 22 14 18 21 14
 23 16 29 25 23 16 17 14 26 22 24 8 13 9
 12 19 8 12 12 19 10 17 23 26 21 17 22 26
 24 15 25 21 32 27 21 14 c-31 27 14 9 9 6 Drawn.

- A. Varies from game 47, Dearborn and Buchanan.
- B. 31-27 is a good move here, but 26-22 is bad.
- C. 22-17 also good, 31-27 looks dangerous.
- D. 26-31, 27-24, 6-10, 22-18, 15-29, 24-6, 29-25, 6-2, also draws.
- E. 7-10, 3-7, 22-25, 20-16, 17-22, 16-12, etc., draws.

BOARD No. 4. FERRIE AND BARKER.

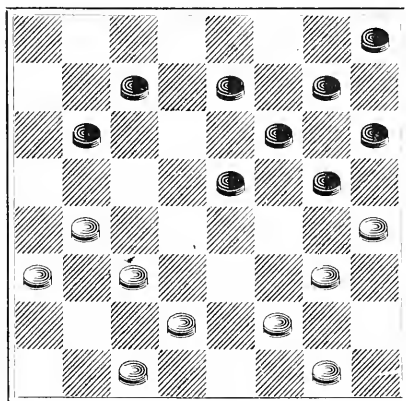
GAME No. 293. DUNDEE, 12-16, 24-20.

Afternoon Session. Black, Barker; White, Ferrie.

12 16	5 14	d-2	6 g-9	13 19	26 12	16 19	23 26	30
a-24	20 23	18 31	26 23	18 30	23 2	6 6	10 7	11
8 12	14 23	6 9	16 19	6 10	4 8	15 19	30 25	
28 24	26 10	29 25	18 14	7 2	23 18	17 14	11 18	
9 14	c-6	15 1	6 19	28 11	15 8	12 11	15	
22 18	25 22	25 22	14 7	2 6	18 14	7 3		
b-10	15 3	8 e-7	10 15	19 8	11 16	19 23	26	
18 9	22 17	f-26	23 27	23 6	2 14	7 3	7	W. W.

- A. This was the first and only time this reply was drawn throughout the match.
- B. Weak, if not an absolute loss. 3-8 is the accepted move.
- C. The position resembles a line of the Switcher colors reversed, with the piece on 25 placed on 22 we have it identically, colors reversed with a game from the Switcher between R. Jordan and Barker which occurred in their match for the championship.
- D. 15-19, 24-15, 11-18, 20-11, 8-15, 30-26, and blacks look to be beyond recovery.
- E. A draw is missed here. (See diagram.)

BLACK.



WHITE.

Black to play and draw.

16 19	17 13	12 16	17 14	19 23	14 9	16 19	6 2
32 28	9 14	26 22	10 26	27 18	6 10	24 15	11 16
7 10	22 17	14 18	30 14	15 22	9 6	10 19	Drawn.

F. Very prettily played, inviting Barker to take two for one.

G. 15-19, 24-15, 11-25, 20-11, 8-15, then the boomerang 17-14, and white wins.

GAME No. 294. DUNDEE, 12-16, 24-20.

Black, Ferrie; White, Barker.

12 16	18 9	7 16	23 16	19 26	15 6	26 22	3 8
24 20	5 14	20 11	12 19	30 23	c-2 27	10 7	5 9
8 12	b-24 19	8 15	32 28	15 18	24 19	22 18	29 25
28 24	11 15	25 22	10 15	22 15	27 31	7 3	15 18
9 14	20 11	4 8	27 24	14 17	19 15	1 5	24 19
22 18	15 24	31 27	8 12	21 14	31 26	28 24	9 13
a-3 8	27 20	15 19	26 23	6 10	15 10	18 15	Drawn.

A. Varies from game 293, and by far the best defense.

B. 23-19 is quite frequently taken, Barker won with it from R. Jordan in their championship match. Barker probably considered Ferrie was too well prepared on it to attempt anything at this time.

C. This shot leaves black with the superior ending, otherwise the game was evenly contested.

GAME No. 295. DENNY, 10-14, 22-17.

Evening Session. Black, Barker; White, Ferrie.

10 14	21 14	5 9	23 18	10 26	31 27	18 23	24 19
a-22 17	9 25	23 18	14 23	30 7	6 10	6 2	32 27
7 10	29 22	1 5	27 18	2 11	13 9	23 27	7 10
17 13	11 15	26 23	12 16	24 19	11 15	2 7	14 18
3 7	24 20	9 14	c-32 28	15 24	27 24	10 14	15 11
25 22	b-7 11	18 9	16 19	28 19	15 18	19 15	27 24
14 17	28 24	5 14	18 14	8 12	9 6	27 32	19 15

Then 12-16 Drawn.

- A. The ballot produced another opening for Ferrie, and Barker drawn by no other pair throughout the contest.
- B. Looks new, we could find no play on it.
- C. 31-27 is much stronger, 16-19 then would lose by 18-14, and 6-9 would be bad, thus: 13-6, 2-9, 22-17, 15-22, 17-13, and again 8-12 seems no better; white replies with 32-28. If we reject these three black moves, they still have another, and we think better. 15-19, 24-15, 10-19, Now 22-17 appears to give white a fine ending; 8-12 or 19-24 appears to the annotator as best. If the latter move be taken, then 27-23, now if 8-12 play 18-14, or if 24-27, then 18-15, 11-18, 23-14, 27-31, 20-11, 8-15, 14-10, 6-9, 13-6, 2-9, 10-7, 9-13, 17-14, 15-18, 14-9, and a draw is doubtful.

GAME No. 296. DENNY, 10-14, 22-17.

Black, Ferrie; White, Barker.

10	14	23	14	8	12	27	23	11	16	29	25	2	6	17	10
22	17	9	18	26	23	18	27	20	11	15	18	<i>h</i> -25	22	19	23
7	10	<i>b</i> -21	17	<i>d</i> -16	19	32	16	7	16	26	22	<i>i</i> -26	30	21	17
17	13	10	15	23	16	<i>e</i> -8	12	14	10	18	23	22	17	26	22
3	7	17	14	12	19	<i>f</i> -31	27	<i>g</i> -15	18	22	18	30	26	17	14
<i>a</i> -24	20	<i>c</i> -12	16	30	26	12	19	23	14	23	26	14	9	22	18
14	18	25	21	4	8	27	23	6	15	18	15	5	14	14	9

Drawn.

- A. Varies from game 295.
- B. The Sunday previous to the beginning of the match, this move had received the serious attention of several members of the American team.
- C. 15-19 was said to be standard, and the move under discussion. Denvir had new white play for a win, which led the Americans to consider the black game lost from here; it was later on discovered that Denvir's play did not win, and was not even an improvement. One of the Americans inquired, what about 12-16? The Americans worked diligently all day, and far into the evening on the new proposition, and were much disappointed when their labors convinced them that the white game was very weak, a draw if any was so hard and narrow that it was abandoned, that Denvir's play would have failed of its purpose was not known at

this time. Dr. Schaefer, who had taken no part, hearing of the Americans' disappointment, was curious to see the Denvir play, as he had had some experience on the line in question, and instantly declared it of no value. The game having been abandoned, no pains were taken to acquaint the team as a whole of the doctor's views, but it was generally supposed all knew. It seems, however, that Barker did not, and we should judge from the way the game with its notes got into the press that Denvir himself was in the dark about it. Barker's bold efforts to retrieve himself for his loss in the previous game were doomed from the start.

- D. Barker's last hope was 4-8, then the trap 13-9 followed by 21-17 and 31-26 leaves black, although a man up, in an extremely weak position.
- E. To here the play had gone through the fire of analysis, and the opinion prevailed that white could not draw.
- F. While doubtful we incline to the opinion that it will draw.
- G. 16-20, 23-16, 20-24, 28-19, 15-24, 16-11, 6-15, 26-22, 24-27, 11-8, 27-31, 8-3, and whites seem to draw.
- H. As the game was published in various checker columns, 21-17 is given, and a black win was demonstrated, and the opinion prevails that Ferrie missed a win. The copy book, however, gives 25-22, as the game was placed there by the players immediately after the game, it is more likely to be correct than the one given by some other player or onlooker to the press reporter.
- I. 19-23, 15-11, 7-26-30, 14-9, 5-14, 22-18, Drawn.
- J. 23-27, 11-7, 26-30, 22-17, 30-26, 28-24, Drawn.

BOARD No. 5. SEARIGHT AND HEFFNER.

GAME No. 297. DOUBLE CORNER, 9-14, 24-19.

Afternoon Session. Black, Searight; White, Heffner.

9	14	29	25	14	23	32	28	2	7	31	22	5	9	6	10
24	19	8	11	27	11	c-11	16	21	17	12	16	7	2	13	17
11	15	25	22	7	23	19	15	9	13	15	11	10	14	10	14
22	18	11	15	26	19	10	19	d-17	14	7	10	2	6		
a-15	22	b-28	24	4	8	24	15	1	5	14	7	14	23		
25	9	6	9	22	18	16	19	26	23	3	10	22	18		
5	14	23	18	8	11	30	26	19	26	11	7	23	26	Drawn.	

- A. Varies from game 167, Buchanan and Grover.
 B. 27-24 would have made a Defiance of it.
 C. At the conclusion of this game Mr. Searight remarked, that he thought well of 10-15, but found the allotted 5 minutes insufficient.
 D. 18-14 also draws.

GAME No. 298. SECOND DOUBLE CORNER, 9-14, 24-19.

Black, Heffner; White, Searight.

9 14 5 14 15 24 8 11 16 19 *b*-15, 19 19 26 13 17
 24 19 †28 19 18 9 18 14 29 25 22 18 28 19 4 8
 11 15 8 11 6 13 10 17 11 15 1 5 26 30 17 22
 22 18 26 22 27 20 21 14 30 26 25 21 31 26 8 3
 15 24 11 15 4 8 12 16 *a*-19 24 *c*-3 8 30 16 7 10
 18 9 22 18 23 18 25 22 32 28 26 23 20 4 Drawn.

†. Second Double Corner.

- A. Varies from game 282, Stewart and Schaefer.
 B. A brilliant way of playing here, but of no further value would run, 15-18, 22-15, 13-17, 28-19, 17-21, 26-23, 21-30, 15-11, 7-16, 20-11. Drawn.
 C. The following also leads to a drawn result.

2 6 6 9 7 10 3 10 10 14 14 17 9 18 13 17
 20 16 16 12 14 7 12 8 18 15 21 14 7 3 3 7
 Then 18-23. Drawn.

GAME No. 299. DENNY, 10-14, 24-19.

Evening Session. Black, Searight; White, Heffner.

10 14 25 9 11 16 27 9 1 10 13 6 27 32 17 14
 24 19 5 14 25 22 11 15 13 9 15 18 6 10 3 8
 6 10 26 22 8 11 17 13 18 23 6 2 32 28 14 10
 22 17 11 15 24 20 10 14 17 13 23 27 10 17 12 16
 9 13 22 17 15 24 22 17 10 14 32 23 24 27 20 11
 28 24 7 11 23 19 14 18 9 6 18 27 31 24 8 15
 13 22 *a*-29 25 16 23 9 6 2 9 2 6 28 19 Drawn.

- A. Varies from game 278, Morrall and Heffner.

GAME No. 300. DENNY, 10-14, 24-19.

Black, Heffner; White, Searight.

10	14	22	17	10	26	18	14	25	30	6	2	26	23	17	14
24	19	<i>a</i> -8	11	<i>c</i> -17	1	16	19	26	22	31	27	5	9	18	23
6	10	29	25	8	11	14	9	30	25	1	6	22	18	21	17
22	17	3	8	30	23	<i>e</i> -25	29	22	17	22	25	2	7	27	32
9	13	<i>b</i> -25	22	<i>d</i> -4	8	31	26	19	23	13	9	10	14	14	10
28	24	1	6	23	18	2	7	9	5	25	22	7	16	32	27
13	22	32	28	22	25	27	24	25	22	9	5	12	19	10	7
25	9	11	16	1	5	7	10	17	13	27	23	6	10	23	18
5	14	22	18	7	10	5	1	23	26	5	1	23	27	17	14
26	22	15	22	24	20	29	25	5	1	23	26	10	17		
11	15	19	15	10	15	1	6	26	31	1	5	8	12	W.	W.

- A. Varies from game 278.
- B. Now same as game 97, Searight and Head.
- C. After the game with Head, the British team gave this way of capturing considerable attention, and decided black's game after it was taken to be untenable. It had been noised about the room for some time before this point had been reached, that black's game was beaten.
- D. Those of the British team that had got through with their games, were deeply interested in the progress of this one, and kept up a running comment on the probable outcome. The fact that up to this we were the only American not having lost a game, was most likely an attracting magnet. In a whisper, not intended for our ears, we overheard one of them say, he has gone 4-8. It came in such a way that satisfied us that we had done something unexpected. At the time we had begun regretting making the move as we thought we saw considerable trouble looming up ahead, a feeling that it had not been considered in the cook-shop gave us hope, but Searight buckled too with all the energy at his command, and was not to be denied.
- E. At the close of the game, Searight remarked 4-8 draws, meaning at D, and that he thought this the losing move. That he still holds to these views we are unable to say here, but our opinion when playing was that our game was lost before reaching this point, and was inclined to charge it up to the 4-8 move at D.

BOARD No. 6. A. JORDAN AND HEAD.

GAME No. 301. DEFIANCE, 10-15, 23-19.

Afternoon Session. Black, A. Jordan; White, Head.

10	15	15	22	15	24	2	11	15	18	14	23	15	19	26	31
23	19	25	9	28	19	25	22	22	15	27	18	32	28	19	16
7	10	5	14	8	11	4	8	10	26	6	10	19	23	11	15
a-27	23	29	25	19	16	26	23	30	23	21	17	28	24	16	11
b-9	14	11	15	12	19	11	15	8	11	10	15	23	26	31	26
22	18	24	20	23	7	31	27	23	18	18	14	24	19	11	7

Drawn.

A. Varies from game 211, Schaefer and R. Jordan.

B. Now Defiance brought up thus; 11-15, 23-19, 9-14, 27-23, 7-11.

GAME No. 302. WHILTER, 10-15, 23-19.

Black, Head; White, A. Jordan.

10	15	22	17	2	7	31	26	5	14	22	15	23	26	16	7
23	19	11	16	23	18	30	23	32	16	10	19	25	21	3	17
7	10	25	22	14	30	27	2	1	6	17	14	26	31	21	14
26	23	16	20	19	16	20	27	29	25	19	23	17	13	a-31	27
9	14	30	26	12	19	2	9	14	18	21	17	8	11	Drawn.	

A. Played same as game 49, Head and R. Jordan.

GAME No. 303. KELSO EXCHANGE, 10-15, 22-18.

Evening Session. Black, A. Jordan; White, Head.

10	15	9	13	8	15	9	14	6	10	11	18	27	31	18	15
22	18	30	25	a-28	24	24	19	23	18	22	15	14	10	11	8
15	22	13	22	4	8	15	24	1	5	14	18	31	26	15	11
25	18	25	11	24	20	28	19	29	25	25	21	15	11	8	4
11	15	7	16	8	11	14	17	10	14	18	23	26	23	2	6
18	11	24	20	27	24	26	22	18	9	21	17	10	7	3	8
8	15	3	8	5	9	17	26	5	14	23	27	23	18	b-11	7
21	17	20	11	32	28	31	22	19	15	17	14	7	3	Drawn.	

- A. Varies from game 267, Gardner and Denvir.
 B. Well played, but too open to admit of any striking features.

GAME No. 304. KELSO EXCHANGE, 10-15, 22-18.

Black, Head; White, A. Jordan.

10	15	24	19	6	10	c-18	14	6	10	30	25	13	17	18	15
22	18	11	15	a-23	18	10	17	25	21	6	10	23	18	11	18
15	22	18	11	b-4	8	21	14	10	17	25	21	7	10	19	16
25	18	8	24	29	25	2	6	21	14	10	17	14	7	12	19
9	13	28	19	8	11	27	23	1	6	21	14	3	10	26	23

Drawn.

- A. Varies from game 173, Head and Ferrie.
 B. Now the same as game 60, Horr and Searight.
 C. Varies from game 60.

BOARD No. 7. GARDNER AND REYNOLDS.

GAME No. 305. PAISLEY, 11-16, 24-19.

Afternoon Session. Black, Gardner; White, Reynolds.

11	16	19	10	22	26	24	15	11	15	17	13	27	23	12	8
24	19	6	22	31	22	10	26	2	7	24	27	25	22	22	17
8	11	25	18	b-1	6	6	2	15	19	32	28	30	25	14	10
22	18	2	6	21	17	7	11	23	16	27	31	22	17	17	22
10	14	17	10	6	10	25	21	12	19	28	24	25	22	8	3
26	22	6	22	17	13	16	20	7	11	31	27	17	14	23	18
7	10	28	24	11	15	27	23	20	24	24	20	26	30	10	7
22	17	3	7	13	6	26	30	22	17	23	26	16	12	5	9
a-10	15	30	25	15	19	29	25	19	23	20	16	30	25	13	6

Etc., Drawn.

- A. Varies from game 138, Searight and Reynolds.
 B. Lawson in a match with Tommy Ryan at New York played 16-20. 1-6 may be a little stronger, but we fail to find much in the black game to recommend, and unless one is thoroughly acquainted with it, it should be avoided.

GAME No. 306. PAISLEY, 11-16, 24-19.

Black, Reynolds; White, Gardner.

11	16	18	14	16	23	31	27	1	6	30	26	9	14	d-22	18
24	19	9	18	27	18	a-6	9	26	23	10	17	18	9	3	7
8	11	23	14	11	16	25	22	c-11	16	22	6	5	14	18	9
22	18	10	17	28	24	b-8	11	24	19	2	9	25	21	7	11
4	8	21	14	16	20	29	25	6	10	26	22	7	10	23	18

Etc., Drawn.

- A. Varies from game 107, Gardner and Hill.
 B. Now the same as game 73, Halliwell and Heffner.
 C. Varies from game 73.
 D. 32-28, 3-7, 28-24, 14-17, 22-13, 10-14. Drawn.

GAME No. 307. BRISTOL, 11-16, 24-20.

Evening Session. Black, Gardner; White, Reynolds.

11	16	22	18	18	27	31	27	9	13	25	18	1	6	15	11
24	20	10	14	32	16	19	23	3	10	4	8	20	16	6	9
16	19	18	15	7	10	26	19	6	31	a-18	15	8	12	11	8
23	16	14	18	16	12	3	7	30	26	2	7	24	19	10	15
12	19	27	23	10	19	12	3	31	22	28	24	7	10	Drawn.	

- A. Varies from game 52, R. Jordan and Head, but develops nothing of importance.

GAME No. 308. BRISTOL, 11-16, 24-20.

Black, Reynolds; White, Gardner.

11	16	12	19	5	14	6	10	b-8	12	10	14	3	7	8	11
24	20	22	18	25	22	17	13	25	22	17	10	27	24	13	9
16	19	9	14	10	15	a-1	5	c-14	18	7	14	4	8	7	10
23	16	18	9	22	17	29	25	22	17	20	16	24	20	W. W.	

- A. Varies from game 15, Denvir and Ferrie, and we believe it should lose.
- B. This makes matters worse, 2-6 and blacks can still make a very stiff fight.
- C. Black's game becomes a wreck after this. 14-17, 21-14, 10-17 is better.

BOARD No. 8. HYND AND HILL.

GAME No. 309. EDINBURGH SWITCHER, 11-16, 21-17.

Afternoon Session. Black, Hill; White, Hynd.

11	16	26	23	13	22	23	18	9	13	15	10	2	9	18	23
21	17	6	10	18	14	16	23	17	14	26	30	5	14	13	17
a-9	13	24	19	10	17	14	10	12	16	10	6	19	15	23	26
b-23	18	15	24	21	14	6	15	14	9	30	26	11	7	17	21
16	20	28	19	22	26	18	11	16	19	6	1	15	10	26	30
25	21	e-11	15	31	22	8	15	22	18	26	23	14	18	7	10
8	11	18	11	1	6	27	11	19	23	f-1	5	10	3	25	22
c-30	25	7	16	25	21	5	9	18	15	23	19	29	25	10	15
d-10	15	22	18	3	8	21	17	23	26	9	6	3	7	B. W.	

- A. From the Edinburgh it would come up 9-13, 21-17, 11-16, forming a variation we choose for this occasion only, to classify Edinburgh Switcher. It is not our intention to add, by foisting upon an already confused checker-reading public, names for these nondescript combinations. We do not believe such work should be left to the individual player, though this is the way it has been done in the past, and led to much confusion, though it also has served a good purpose. It seems to us such work should belong to some authorized body or committee, to avoid a confusion that is on the increase.
- B. Varies from game 132, Denvir and R. Jordan.
- C. 29-25 would have been stronger here.
- D. The position at this point can also arise from what we have in this work classified Kelso Cross.
- E. We think this gives white a chance to escape with a draw.
- F. Loses. 1-6 would have drawn. Hynd probably failed to notice the breeches towards the end, resulting from this move.

GAME No 310. EDINBURGH SWITCHER, 11-16, 21-17.

Black, Hynd; White, Hill.

11	16	29	25	<i>b</i> -1	5	25	22	2	7	23	16	8	11	21	17
21	17	<i>a</i> -10	15	17	14	7	10	32	27	6	10	24	20		
9	13	24	19	9	18	23	18	12	16	27	24	4	8		
25	21	15	24	22	15	5	9	19	12	20	27	26	23		
5	9	28	19	16	20	27	23	10	19	31	24	10	15	W.	W.

A. Varies from game 234, Halliwell and Reynolds.

B. A draw after this move is very doubtful, 9-14, 17-10, 6-24, 27-11, 8-15. Draws.

GAME No. 311. DOUBLE CORNER BRISTOL, 12-16, 22-18.

Evening Session. Black, Hill; White, Hynd.

12	16	9	14	7	11	11	16	6	15	6	10	19	23	26	30
22	18	18	9	17	13	24	19	23	14	9	6	28	24	22	17
8	12	5	14	4	8	<i>a</i> -8	11	2	6	10	14	7	10	15	18
25	22	29	25	22	17	19	15	26	22	6	2	2	7	9	6
16	20	11	15	15	18	10	19	3	7	20	24	23	26	18	23
22	17	25	22	30	25	17	10	14	9	27	20	13	9	6	2

W. W.

A. Varies from game 243, Head and Stewart, and loses. 2-7, as played by Head, is proper.

GAME No. 312. PAISLEY, 12-16, 22-18.

Black, Hynd; White, Hill.

12	16	9	18	12	16	1	6	<i>e</i> -7	10	9	18	<i>f</i> -2	7	6	9
22	18	23	14	28	24	26	23	14	7	23	14	18	15	25	21
8	12	4	8	8	12	<i>b</i> -16	20	3	10	16	23	16	19	24	28
18	14	24	19	25	21	<i>c</i> -29	25	18	14	27	18	22	18	15	10
10	17	16	23	<i>a</i> -6	9	11	16	10	17	12	16	20	24	7	11
21	14	27	18	31	27	<i>d</i> -24	19	21	14	25	22	30	25	10	6

Then 11-15. Drawn.

- A. Varies from game 244, Stewart and Head.
- B. Now same as game 182, Hill and A. Jordan.
- C. Varies from game 182.
- D. And now into game 54, Ferrie and Hill.
- E. Same as game 107, Gardner and Hill.
- F. Varies from game 107.

BOARD No. 9. HALLIWELL AND HERR.

GAME No. 313. PAISLEY, 11-16, 24-19.

Afternoon Session. Black, Halliwell; White, Herr.

11	16	18	14	10	17	31	27	c-1	6	30	26	6	10	17	14
24	19	9	18	21	14	6	9	d-24	19	10	17	21	17	10	17
8	11	23	14	12	16	a-25	21	11	16	21	14	7	11	19	15
22	18	16	23	28	24	b-16	20	29	25	e-2	6	14	7	17	22
4	8	27	18	8	12	26	23	6	10	f-25	21	3	10	Drawn.	

- A. Varies from game 73, Halliwell and Heffner, and brings the play into game 312, Hynd and Hill.
- B. Varies from game 312, and runs into game 141, Herr and A. Jordan.
- C. Varies from game 141, and runs into game 244, Stewart and Head.
- D. Varies from Head, and runs into game 54, Ferrie and Hill.
- E. Varies from Ferrie, and goes into game 181, A. Jordan and Hill.
- F. Varies from Hill.

GAME No. 314. PAISLEY, 11-16, 24-19.

Black, Herr; White, Halliwell.

11	16	16	20	9	13	6	13	11	18	1	5	7	11	14	21
24	19	22	17	18	9	25	18	23	7	a-31	26	b-32	27	c-22	18
8	11	7	10	5	14	4	8	3	10	5	9	11	15	21	25
22	18	30	26	22	18	29	25	25	22	21	17	18	11	7	2
10	14	11	16	13	22	8	11	16	23	2	7	9	14	25	30
26	22	26	22	18	9	18	15	27	18	26	23	11	7	23	19
															Drawn.

- A. Varies from game 123, Stewart and Hill.
 B. Now same as game 142, A. Jordan and Horr.
 C. Varies from game 142.

GAME No. 315. PAISLEY, 12-16, 23-18.

Evening Session. Black, Halliwell; White, Horr.

12	16	a-22	17	4	8	28	19	6	22	28	19	10	17	27	23
23	18	9	14	b-25	22	8	11	26	17	5	9	21	14	6	10
16	20	18	9	11	15	22	18	11	15	17	14	2	6	14	7
26	23	5	14	30	26	1	5	32	28	9	18	29	25	3	10
8	12	24	19	15	24	18	9	15	24	23	14	7	11	Drawn.	

- A. Varies from game 235, Reynolds and Halliwell.
 B. Now into game 33, Halliwell and Grover, and played from here out in the same manner.

GAME No. 316. PAISLEY, 12-16, 23-18.

Black, Horr; White, Halliwell.

12	16	22	17	11	15	28	19	6	22	21	14	10	17	27	24
23	18	9	14	30	26	8	11	26	17	1	5	21	14	20	27
16	20	18	9	4	8	22	18	2	6	29	25	7	10	31	24
26	23	5	14	b-24	19	c-11	16	17	14	6	10	14	7	16	20
8	12	a-25	22	15	24	18	9	10	17	25	21	3	10	23	18
															Drawn.

- A. Varies from game 315.
 B. Run into game 33, Halliwell and Grover.
 C. Varies from game 33.

BOARD No. 10. MORRALL AND GROVER.

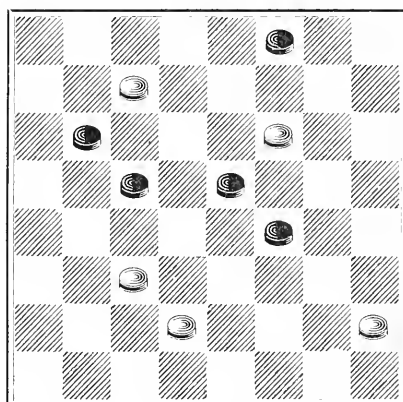
GAME No. 317. KELSO BRISTOL, 10-15, 24-20.

Afternoon Session. Black, Morrall; White, Grover.

10	15	10	19	14	23	5	9	18	25	1	5	14	18	19	24
24	20	a-32	27	26	19	21	17	29	22	23	16	6	10	28	19
15	19	9	14	11	15	4	8	7	10	12	19	18	25	15	24
23	16	27	23	19	10	17	13	20	16	9	6	11	7		
12	19	2	7	12	19	9	14	10	14	d-5	9	f-13	17		
27	24	23	16	c-30	26	13	9	27	23	e-6	1	10	14		
7	10	8	12	6	15	14	18	8	12	9	13	3	10		
24	15	b-22	18	25	22	31	27	16	11	1	6	14	30	Drawn.	

- A. Varies from game 177, Schaefer and Searight, and while sound, is not as safe.
- B. 22-17 would have been better.
- C. A draw after this is questionable. 31-26, 6-15, 26-23, 19-26, 30-23, probably draws.
- D. The win is missed here. Mr. Morrall, no doubt, saw that 14-18 would win, but thought this would also.
- E. Mr. Grover failed to see his opportunity. 6-2 would have drawn, play showing this draw was published in the *Inter Ocean*, by A. W. Valentine, of Little Rock, Ill. This same play also appeared in the *Leeds Mercury Supplement*, by Charles Hefter, but Valentine was first and according to the generally accepted rule, he is credited with the play here.

BLACK.



WHITE.

White to play and draw.

6-2, 9-13, 11-7, 3-10, 2-7, 19-24, 28-19, 15-24, 26-23, Drawn.

- F. Mr. Morrall's second bad blunder. 25-30 or 25-29 would have practically ended the play. Both players were disgusted with their efforts, and Mr. Fitzpatrick who was announcing the results, gave it out jocosely, that the game was a very bum one, which created a roar of laughter.

GAME No. 318. KELSO BRISTOL, 10-15, 24-20.

Black, Grover; White. Morrall.

10 15 12 19 10 19 6 10 19 26 8 12 15 22 4 8
 24 20 27 24 21 17 17 14 30 7 *b*-27 24 24 6 29 25
 15 19 7 10 11 15 9 18 3 10 12 19 1 10 8 11
 23 16 24 15 32 27 26 23 *a*-20 16 22 18 25 18 28 24
 Then 10-14. Drawn.

A. Varies from game 177, Schaefer and Searight.

B. 16-11 would give black the superior game, there is very little to add after this; the positions ending up very evenly and clear.

GAME No. 319. KELSO CROSS 10-15, 23-18.

Evening Session. Black, Morrall; White, Grover.

10 15 16 19 12 19 13 17 7 10 *b*-12 16 19 26 11 18
 23 18 24 20 32 27 22 13 17 14 26 22 21 17 14 9
 12 16 6 9 3 8 15 22 10 19 18 23 26 30 5 14
 21 17 27 23 27 24 26 17 31 26 22 18 25 21 17 1
 9 13 8 12 1 6 9 18 *a*-8 12 *c*-23 26 16 19
 17 14 23 16 25 21 24 15 29 25 30 23 18 15 Drawn.

A. Varies from game 86, Buchanan and Heffner, and produces more play of a critical nature.

B. A tricky customer, if 21-17, 11-15 wins.

C. 23-27 would have led to a few more tricks. In a game with Grover played some years ago, we won the following neat one.

23 27 27 31 31 27 27 23 11 18 18 22 19 24 23 7
 21 17 25 21 30 25 *d*-18 15 20 11 25 18 28 19 B. W.

D. 14-9 would have drawn.

GAME No. 320. KELSO CROSS, 10-15, 23-18.

Black, Grover; White, Morrall.

10	15	24	20	8	12	27	23	13	17	30	26	19	26	17	14
23	18	16	19	23	16	a-8	12	22	6	4	8	31	15	10	17
12	16	17	14	12	19	23	16	15	22	b-20	16	7	10	21	14
21	17	6	9	32	27	12	19	26	17	11	20	15	6		
9	13	27	23	3	8	25	21	2	18	26	23	1	10	Drawn.	

A. Varies from game 126, Buchanan and Barker.

B. Puts an end to any doubt that might arise.

America 2; Great Britain 6; Drawn 32.

NINTH DAY'S PLAY.

BOARD No. 1. STEWART AND BARKER.

GAME No. 321. WILL O'THE WISP, 9-13, 23-19.

Afternoon Session. Black, Barker; White, Stewart.

9	13	25	18	8	11	18	9	4	8	22	17	15	18	23	18
23	19	10	14	26	22	5	14	25	22	13	22	31	26	14	32
11	15	18	9	6	10	29	25	8	11	26	17	18	22	17	14
22	18	5	14	22	18	11	15	32	27	<i>b-2</i>	6	26	17		
15	22	27	23	1	5	30	26	<i>a-3</i>	8	17	13	11	15	Drawn.	

A. Varies from game 41, Reynolds and Stewart.

B. Now again the same as game 41, and finished the same.

GAME No. 322. WILL O'THE WISP, 9-13, 23-19.

Black, Stewart; White, Barker.

9	13	25	18	6	9	26	22	8	12	15	11	14	18	31	15
23	19	7	11	29	25	5	14	25	22	3	8	22	15	8	11
11	15	19	15	9	14	22	15	16	19	11	7	11	18	15	8
22	18	10	19	18	9	12	16	23	16	2	11	26	23	4	11
15	22	24	15	11	18	<i>a-27</i>	23	12	19	<i>b-30</i>	26	19	26	Drawn.	

A. Varies from game 42, Stewart and Reynolds.

B. Back again into game 42, ending the same.

GAME No. 323. PAISLEY, 11-16, 24-19.

Evening Session. Black, Barker; White, Stewart.

11	16	22	17	5	14	18	15	11	15	27	18	30	25	2	6
24	19	16	20	22	18	3	8	28	24	14	23	b-18	15	18	23
8	11	30	26	13	22	29	25	6	9	24	19	1	5	15	11
22	18	11	16	18	9	8	11	23	18	23	26	7	2	23	26
10	14	26	22	6	13	15	8	16	23	22	18	13	17	31	22
26	22	9	13	25	18	4	11	18	11	26	30	21	14	25	18
7	10	18	9	a-2	6	25	22	10	14	11	7	9	18	Drawn.	

- A. Varies from game 123, Stewart and Hill. When not properly met, this move gives black a very nice game, but when so met, the black ending becomes very critical, and requires considerable care to draw.
- B. From A to here the play is considered about as near perfect as it can be got, at this point, however, we believe keeping the piece on 18 as played in game 347, by Mr. Head.

GAME No. 324. PAISLEY, 11-16, 24-19.

Black, Stewart; White, Barker.

11	16	26	22	11	16	22	18	4	8	23	7	20	27	21	14
24	19	16	20	26	22	13	22	29	25	3	10	32	23	13	17
8	11	22	17	9	13	18	9	8	11	a-28	24	12	16	14	10
22	18	7	10	18	9	6	13	18	15	16	23	18	14	17	21
10	14	30	26	5	14	25	18	11	18	27	18	10	17	25	22

Then 21-25, 22-18, and the game was abandoned as drawn.


- A. Varies from game 123, Stewart and Hill.

BOARD No. 2. BUCHANAN AND HORR.

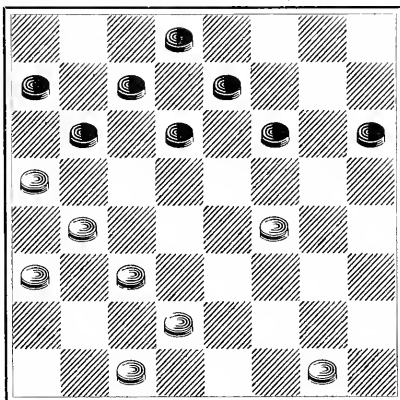
GAME No. 325. KELSO, 10-15, 23-19.

Afternoon Session. Black, Buchanan; White, Horr.

10 15 25 22 7 11 27 11 4 8 d-22 18 11 15 19 15
 23 19 11 16 17 13 8 15 25 22 9 14 27 24 10 28
 6 10 29 25 11 16 24 19 8 11 18 9 7 11 17 1
 22 17 16 23 22 17 15 24 b-31 26 5 14 26 23 14 23
 1 6 a-26 19 16 23 28 19 c-3 7 e-32 27 15 18 B. W.

- A. Varies from game 212, R. Jordan and Schaefer.
- B. The correct play. In the match for the championship between R. Jordan and Ferrie, the latter played 22-18, and Jordan won by 12-16, 19-12, 10-15. In annotating these games the late Lees shows that the text move 31-26 draws.
- C. Lees gave 3-8, but it makes no material difference which of these two moves are made, as both lead to the same play.
- D.  Loses, and a published loss. The diagram shows the position.

BLACK.



WHITE.

White to play and draw.

32-28, f-9-14, 26-23, 11-16, g-19-15, 10-26, 17-1, 26-31
 Drawn. Lees.

- E. 26-22, 11-15, 32-28, 15-24, 28-19, 7-11, 30-26, 2-7, 26-23, 11-15.
 B. W.
- F. 11-15, 30-25, 15-24, 28-19, 7-11, 17-14, W. W. Lees.
- G. 30-26, 7-11, 22-18, 16-20, 18-9, 5-14, 19-16, 12-19, 23-7, 2-11, 26-23, 11-16, B. W. Lees.

GAME No. 326. DEFIANCE, 10-15, 23-19.

Black, Horr; White, Buchanan.

10 15	15 22	15 24	2 11	11 15	19 24	19 23	3 10
23 19	25 9	28 19	25 22	31 26	20 16	17 14	14 7
7 10	5 14	8 11	4 8	b-15 19	14 18	24 27	31 26
27 23	29 25	19 16	a-22 17	23 16	22 15	21 17	
9 14	11 15	12 19	8 12	12 19	10 19	27 31	
22 18	24 20	23 7	26 23	26 22	16 11	11 7	Drawn.

- A. Varies from game 301, A. Jordan and Head.
- B. 6-9, 17-13, 3-7, 13-6, 14-18, 23-14, 10-17, 21-14, 1-17, Drawn

GAME No. 327. DOUBLE CORNER, 9-14, 24-20.

Evening Session. Black, Buchanan; White, Horr.

9 14	20 11	8 11	18 15	16 23	a-32 28	9 13	15 6
24 20	8 22	24 19	11 18	26 19	11 16	28 24	2 9
5 9	25 18	11 16	21 17	3 7	27 23	16 20	31 24
22 18	4 8	29 25	14 21	25 22	b-6 9	18 15	21 25
11 16	28 24	7 11	23 5	7 11	22 18	20 27	Drawn.

- A. Varies from game 216, Ferrie and Dearborn.
- B. Back into game 216, and finished the same.

GAME No. 328. DOUBLE CORNER, 9-14, 24-20.

Black, Horr; White, Buchanan.

9	14	25	18	8	12	26	19	10	19	17	13	9	13	32	28
24	20	12	16	25	22	a-10	14	16	12	7	10	11	7	31	24
5	9	28	24	1	5	30	26	8	11	13	6	13	17	28	10
22	18	16	20	19	16	6	10	23	16	2	9	7	2		
11	16	24	19	12	19	27	23	11	15	31	27	18	22		
20	11	4	8	23	16	b-3	8	22	17	10	14	2	6		
8	22	29	25	14	23	19	15	14	18	16	11	22	31	W. W.	

A. Varies from game 133, Schaefer and Ferrie, and a published loss we believe.

B. If 9-13 then 22-17, 13-22, 26-17, and white can win.

BOARD No. 3. R. JORDAN AND GROVER.

GAME No. 329. DYKE, 11-16, 22-17.

Afternoon Session. Black, Grover; White, R. Jordan.

11	16	24	15	11	16	a-32	27	10	19	23	16	1	10	28	19
22	17	10	19	17	13	4	8	17	10	12	19	26	23	15	24
16	19	25	22	9	14	27	24	6	15	25	22	19	26	23	18
23	16	8	11	22	17	8	12	29	25	5	9	30	23	3	7
12	19	27	23	7	10	24	15	16	20	13	6	20	24	Drawn.	

A. Varies from game 247, Buchanan and Reynolds.

GAME No. 330. DYKE, 11-16, 22-17.

Black, R. Jordan; White, Grover.

11	16	24	15	4	8	27	23	9	13	27	23	1	6	21	17
22	17	10	19	22	18	16	20	29	25	8	12	27	23	11	15
16	19	25	22	11	16	23	16	6	9	23	16	7	11	18	11
23	16	8	11	17	14	12	19	31	27	12	19	23	7	b-9	18
12	19	30	25	8	12	a-25	22	3	8	32	27	2	11	Drawn.	

A. Varies from game 4, Stewart and Horr.

B. All played before, and nothing new developed.

GAME No. 331. KELSO CROSS, 10-15, 21-17.

Evening Session. Black, Grover; White, R. Jordan.

10 15	9 13	<i>b</i> -19	23	7 21	10 14	12 16	12 16	23 26
21 17	17 14	26 10	27 23	24 19	22 18	26 22	16 12	
11 16	16 19	11 15	1 6	2 6	5 9	16 19	26 31	
23 18	25 21	18 11	28 24	19 15	11 8	23 16	11 7	
<i>a</i> -8 11	6 9	9 25	6 10	21 25	3 12	14 23	31 26	
24 20	21 17	29 22	31 26	30 21	20 11	22 18	7 2	

W. W.

A. Varies from game 58, Horr and Searight.

B. This move is very weak, and we believe an absolute loss.

GAME No. 332. KELSO, 10-15, 21-17.

Black, R. Jordan; White, Grover.

10 15	25 18	9 14	25 21	14 17	25 21	11 18	27 18*
21 17	8 11	18 9	7 10	21 14	4 8	23 7	20 27
11 16	17 13	5 14	26 22	10 26	22 18	2 11	32 23
22 18	16 20	24 19	3 7	31 22	8 11	<i>a</i> -28	24 6 9
15 22	29 25	11 16	30 25	7 10	18 15	16 23	Drawn.

A. Varies from game 57, Searight and Horr.

BOARD No. 4. FERRIE AND HEFFNER.

GAME No. 333. DENNY, 10-14, 22-18.

Afternoon Session. Black, Ferrie; White, Heffner.

10 14	15 22	15 24	9 14	15 24	1 5	6 9	12 16
22 18	26 10	28 19	18 9	28 19	18 9	26 22	13 6
11 15	6 15	8 11	<i>b</i> -5 14	<i>c</i> -3 7	5 14	11 15	10 15
18 11	25 22	<i>a</i> -29 25	25 22	27 23	<i>d</i> -30 25	22 17	25 22
8 15	4 8	7 10	11 15	7 11	2 6	15 24	15 19
23 18	24 19	22 18	32 28	22 18	31 26	17 13	Drawn.

- A. Varies from game 56, Ferrie and Hill.
 B. The positions have again become the same as in game 56.
 C. Varies again from game 56, and admits of more play than 2-7 the move there taken.
 D. 30-26 looks innocent enough but loses. 2-6, 31-27, 6-9, 26-22, 11-15, 27-24, 9-13, B. W.

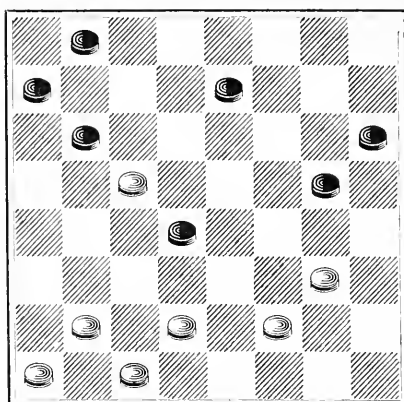
GAME No. 334. DENNY, 10-14, 22-18.

Black, Heffner; White, Ferrie.

10	14	b-14	18	4	8	2	7	12	16	11	15	15	31	1	5
22	18	23	14	22	15	31	26	15	8	24	20	30	26	7	2
11	15	9	18	7	11	6	9	3	12	9	13	31	22	9	14
18	11	24	19	21	17	32	28	28	24	20	11	25	18	18	9
8	15	15	24	11	18	8	11	d-7	11	18	23	5	9	5	14
a-26	22	28	19	c-17	14	19	15	e-14	10	27	18	11	7	Drawn.	

- A. Varies from game 55, Hill and Ferrie.
 B. This move is very weak, 6-10 is the proper reply with an even game. We got slightly twisted here, our impression was that we were told that 14-18 was a strong move. We quickly discovered our mistake, the point meant was after 24-20, instead of 26-22.
 C. From here, for quite a way on, time was being continually called on the black moves, Five minutes may seem a long while to some, and when watching others it sometimes seems so to your humble servant, but in this case it did not occur to us that way.
 D. We believe this move should lose, we had used part of our time on 1-6, and had not quite got through when time expired. See diagram with our ideas for the draw.

BLACK.



WHITE.

Black to play and draw.

1-16 20 30 26 11 16 23 14 9 18 29 22 9 14 22 15
 f-26 23 1 6 22 15 6 9 25 22 5 9 6 2 16 19
 7 11 26 22 9 18 15 10 18 25 10 6 14 18 Drawn.

E. 24-20 seems to win with careful play. At the conclusion of the game we called Mr. Ferrie's attention to it. Ferrie said he had considered it, but saw that it made no difference. R. Jordan, who had got through with his set, and was watching this game, also called his attention to it some time later, and then he saw his mistake. After the close of the match we again looked at it, Ferrie had done the same, but we found we differed in results, we were unable to alter our first opinion, whereas Ferrie had again changed his on the ultimate result of the move. In his opinion black had a narrow draw, what Mr. Ferrie's present opinion may be we are unable to state.

VARIATION 1.

1 6 16 20 9 18 5 9 18 25 9 14 6 9 20 24
 26 22 22 15 24 19 25 22 29 22 27 23 30 25 25 21
 W. W.

F. 24-19, *7-11. Drawn.

GAME No. 335. KELSO CROSS, 10-15, 23-18.

Evening Session. Black, Ferrie; White, Heffner.

10	15	21	17	12	19	27	24	15	22	17	14	6	15	20	11
23	18	<i>b</i> -9	13	17	14	1	6	24	15	10	19	28	24	8	15
12	16	<i>c</i> -27	23	<i>d</i> -6	9	25	21	9	18	31	26	19	28	10	6
<i>a</i> -24	20	8	12	32	27	13	17	26	17	18	23	26	10		
16	19	23	16	3	8	22	13	7	10	14	10	<i>e</i> -11	16	Drawn.	

- A. Varies from game 19, Barker and Searight.
 B. Now the position is the same as game 86, Buchanan and Heffner.
 C. Varies from game 86.
 D. The positions again become the same as in game 86.
 E. Varies from game 86, but of no importance.

GAME No. 336. KELSO CROSS, 10-15, 23-18.

Black, Heffner; White, Ferrie.

10	15	16	19	7	16	5	9	2	6	6	10	16	23	22	26
23	18	24	20	18	11	13	6	29	25	14	7	28	24	19	16
12	16	'6	9	9	27	1	19	4	8	3	10	15	18	12	19
21	17	27	23	31	15	25	22	25	21	21	17	24	19	<i>a</i> -32	27
9	13	11	16	13	17	8	15	8	12	19	23	18	22		
17	14	20	11	22	13	22	17	17	14	26	19	17	13	Drawn.	

- A. This game was played the same as game 85, Heffner and Buchanan.

BOARD No. 5. SEARIGHT AND DENVIR.

GAME No. 337. SWITCHER, 11-15, 21-17.

Afternoon Session. Black, Denvir; White, Searight.

11	15	21	14	<i>a</i> -3	8	23	19	2	6	30	21	22	26	10	3
21	17	6	10	28	24	15	22	32	28	5	9	21	17	23	32
9	13	22	17	1	6	27	23	6	9	14	5	26	30	20	16
25	21	13	22	29	25	6	9	19	15	18	22	17	14	12	19
8	11	26	17	18	22	31	27	9	18	5	1	30	26	24	15
17	14	15	18	25	18	9	18	17	14	11	18	6	10		
10	17	24	20	<i>b</i> -10	15	23	14	22	25	1	6	26	23	Drawn.	

A. Varies from game 61, A. Jordan and Denvir.

B. Not as strong as 11-16, but has its merits. The play from here is practically the same as given by Wyllie in his Switcher book.

GAME No. 338. SWITCHER, 11-15, 21-17.

Black, Searight; White, Denvir.

11	15	10	17	15	18	4	8	10	15	15	24	12	19	13	22
21	17	21	14	24	20	32	28	23	18	28	19	15	8	20	16
9	13	6	10	2	6	9	13	12	16	1	6	3	12	19	23
25	21	22	17	a-28	24	26	22	27	23	19	15	18	15	15	11
8	11	13	22	6	9	18	25	8	12	16	19	6	9		
17	14	26	17	30	26	29	22	24	19	23	16	22	18	B. W.	

A. Varies from game 61, and is a published loss.

GAME No. 339. KELSO CROSS, 12-16, 23-18.

Evening Session. Black, Denvir; White, Searight.

12	16	21	17	16	19	27	23	12	19	27	23	7	16	31	15
23	18	9	13	17	14	8	12	32	27	11	16	18	11	13	17
10	15	24	20	6	9	23	16	3	8	20	11	9	27	a-22	13

5-9, etc. Drawn.

A. Played the same as game 126, Buchanan and Barker.

GAME No. 340. SECOND DOUBLE CORNER, 12-16, 23-18.

Black, Searight; White, Denvir.

12	16	18	9	11	15	30	26	6	22	21	14	10	17	31	26
23	18	5	14	24	19	8	11	26	17	1	5	21	14	5	9
16	20	26	23	15	24	22	18	2	6	29	25	7	10	26	22
22	17	8	12	28	19	11	16	17	14	6	10	14	7	10	14
9	14	25	22	4	8	18	9	10	17	25	21	3	10	a-22	18

Then 14-17, 18-14, Drawn.

A. Played the same, move for move, as game 20, Searight and Barker. See note B of game 20, for point where Second Double Corner comes in.

BOARD No. 6. A. JORDAN AND REYNOLDS.

GAME No. 341. WAGRAM, 9-13, 24-20.

Afternoon Session. Black, A. Jordan; White, Reynolds.

9 13	8 15	4 8	14 23	11 25	a-8 11	16 19	6 9
24 20	21 17	25 22	27 18	30 21	22 18	14 9	13 6
11 15	5 9	8 11	10 14	1 5	14 23	11 16	2 9
22 17	17 13	28 24	18 9	26 22	27 18	20 11	5 1
13 22	9 14	3 8	15 19	5 14	12 16	7 16	9 14
25 11	29 25	23 18	24 15	31 27	18 14	9 5	Drawn.

A. Varies from game 245, Buchanan and Reynolds, and is only a matter of a player's choice of ending a game without critical features.

GAME No. 342. KELSO, 9-13, 24-20.

Black, Reynolds; White, A. Jordan.

9 13	23 19	7 10	15 8	10 15	22 17	30 25	9 6
24 20	14 23	30 26	4 11	19 10	13 22	22 18	27 23
10 15	27 18	c-10 14	24 19	12 19	25 18	25 22	17 13
23 18	2 7	18 15	6 10	10 6	14 23	18 14	15 11
6 9	19 10	11 18	32 28	19 23	6 13	31 27	6 10
a-28 24	7 23	22 15	11 15	6 1	23 27	21 17	23 18
7 10	31 27	1 6	20 16	23 26	29 25	22 18	14 9
b-26 23	3 7	26 22	15 24	1 6	27 31	13 9	
10 14	27 18	d-8 11	28 19	26 30	25 22	18 15	Drawn.

- A. Varies from game 246, Reynolds and Buchanan.
- B. 27-23 leads to a stronger game. This move gives black the best game.
- C. 1-6 looks more promising and gives black the better end game.
- D. There is very little choice for either side, if 14-18 then 21-17 18-23, 22-18, 13-22, 15-10, etc. Drawn.

GAME No. 343. DYKE, 11-16, 22-17.

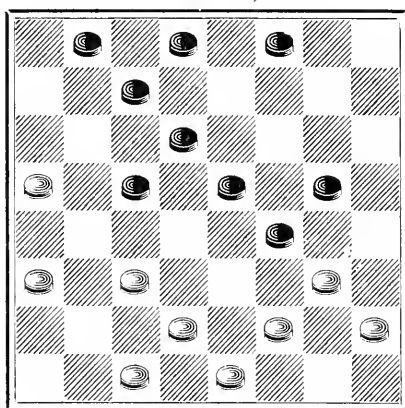
Evening Session. Black, A. Jordan; White, Reynolds.

11 16 10 19 9 14 8 12 16 20 18 22 1 5 6 9
 22 17 25 22 18 9 32 27 27 23 26 23 28 24 13 6
 16 19 8 11 5 14 7 10 20 27 14 18 27 32 22 26
 23 16 a-17 13 29 25 25 22 31 24 23 7 24 19 30 23
 12 19 4 8 11 15 12 16 15 18 2 27 32 27 27 2
 24 15 22 18 27 24 b-22 17 23 16 17 14 19 16 B. W.

A. Varies from game 4, Stewart and Horr.

B. Looks like the loser. (See diagram.)

BLACK.



WHITE.

White to play and draw.

24 20 25 29 23 16 29 25 31 22 6 9 8 11 14 18
 14 18 17 14 15 19 11 8 30 25 13 6 13 9 21 17
 20 11 10 17 16 12 25 30 22 17 22 13 28 24 18 23
 18 25 27 23 21 25 26 23 25 22 4 8 9 14 11 16
 21 17 17 21 30 21 19 26 8 4 1 10 24 19 Drawn.

GAME No. 344. DYKE, 11-16, 22-17.

Black, Reynolds; White, A. Jordan.

11	16	8	11	7	14	8	12	1	10	24	28	b-22	26	23	16
22	17	30	25	27	23	29	25	23	19	31	27	24	20	2	7
16	19	4	8	3	7	2	6	15	24	14	18	26	31	11	15
23	16	22	18	23	16	22	17	28	19	17	14	14	9	20	11
12	19	a-9	14	11	20	6	9	7	11	10	17	31	26	15	19
24	15	18	9	25	22	17	13	25	22	21	14	9	6	7	10
10	19	5	14	6	10	10	15	20	24	18	22	26	23	19	23
25	22	17	10	26	23	13	6	22	17	27	24	6	2	10	15

W. W.

A. Varies from game 4, Stewart and Horr.

B. Loses, and was very badly played. 11-16 draws without effort.

BOARD No. 7. GARDNER AND HEAD.

GAME No. 345. AYRSHIRE LASSIE, 11-15, 24-20.

Afternoon Session. Black, Gardner; White, Head.

11	15	15	22	11	15	15	24	10	15	7	16	16	20	7	11
24	20	25	18	32	28	28	19	27	23	22	17	31	27	18	14
8	11	9	14	8	11	9	13	15	19	13	22	2	7	10	17
28	24	18	9	25	22	19	16	16	12	26	10	10	6	b-21	14
4	8	5	14	6	9	12	19	11	16	19	26	1	10		
a-22	18	29	25	24	19	23	16	20	11	30	23	23	18	Drawn.	

A. Varies from game 11, R. Jordan and Heffner.

B. A very well played game.

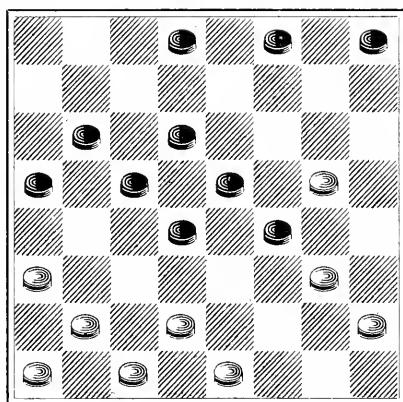
GAME No. 346. BRISTOL, 11-15, 24-20.

Black, Head; White, Gardner.

11 15 18 15 5 9 32 27 8 11 20 16 9 13 *g-31* 24
 24 20 7 10 16 11 1 10 16 12 11 20 6 9 18 25
a-15 19 20 16 9 13 27 24 19 23 22 17 15 18 9 18
 23 16 14 18 *d-20* 16 *e-2* 7 28 24 13 22 *f-29* 25
 12 19 *c-27* 24 6 9 26 22 23 26 25 2 27 32
 22 18 9 14 15 6 4 8 30 23 10 15 25 22
b-10 14 24 20 8 15 24 20 18 27 2 6 20 27 Drawn.

- A. Varies from game 11, but is now the same as game 15, Denvir and Ferrie.
- B. Varies from game 15, and comes into game 51, Head and R. Jordan.
- C. Varies from game 51.
- D. Gardner elects to play a piece short, and the game from here on was highly entertaining to the spectators, who were expecting to see Mr. Head score a win.
- E. Looks as though Mr. Head missed a win here. (See diagram.)

BLACK.



WHITE.

Black to play and win.

18 23	27 32	10 15	18 23	23 26	32 27	27 23
25 22	22 17	24 20	26 22	27 23	21 17	25 21
23 27	13 22	14 18	9 13	26 30	30 26	23 18
30 25	25 11	16 12	31 27	23 16	29 25	B. W.

F. 24-19, loses by 18-23.

G. 22-15, 14-17 B. W.

GAME No. 347. PAISLEY, 11-16, 24-19.

Evening Session. Black, Gardner; White, Head.

11 16	30 26	6 13	25 22	14 23	19 15	16 19	<i>b</i> -23 19
24 19	11 16	25 18	11 15	24 19	1 5	11 15	14 17
8 11	26 22	2 6	28 24	23 26	3 8	19 23	21 14
22 18	9 13	18 15	6 9	22 18	9 14	15 19	30 26
10 14	18 9	3 8	23 18	26 30	18 9	23 26	31 22
26 22	5 14	29 25	16 23	11 7	5 14	19 23	25 9
16 20	22 18	8 11	18 11	30 25	8 11	26 30	
22 17	13 22	15 8	10 14	<i>a</i> -7 3	12 16	10 7	
7 10	18 9	4 11	27 18	25 22	15 10	22 25	Drawn.

A. Varies from game 323, Barker and Stewart.

B. 31-27 would have been stronger, 25-22, 7-2, 22-26, 23-19, 26-31, 19-23, 31-24, 32-28, 30-25, 28-19, 25-22, Drawn.

GAME No. 348. PAISLEY, 11-16, 24-19.

Black, Head; White, Gardner.

11 16	26 22	3 7	12 3	6 31	23 18	20 24	30 26
24 19	16 20	<i>a</i> -31 26	14 17	13 6	10 14	16 7	31 22
8 11	22 17	12 16	21 14	31 24	18 9	2 11	<i>b</i> -25 9
22 18	7 10	19 12	10 17	28 19	5 14	32 27	
10 14	17 13	4 8	3 10	1 10	19 16	24 31	Drawn.

A. Varies from game 124, Hill and Stewart.

B. The move at A, and subsequent stroke has figured extensively in match play abroad, and its fine points have been nigh exhausted. As left here it looks very much as if black could form first position, but whites have just time enough to avoid it.

BOARD No. 8. HYND AND SCHAEFER.

GAME No. 349. SWITCHER, 11-15, 21-17.

Afternoon Session. Black, Schaefer; White, Hynd.

11	15	17	14	13	22	24	19	15	18	25	22	10	15	20	2
21	17	10	17	26	17	15	24	31	26	6	9	19	10	13	31
9	13	21	14	2	6	28	19	18	27	23	18	a-12	16	30	21
25	21	6	10	29	25	11	15	32	23	9	13	b-18	15	31	26
8	11	22	17	4	8	27	24	8	11	24	20	11	25	2	6

Drawn.

A. Varies from game 135, Schaefer and Ferrie.

B. 26-23, 5-9, 14-5, 7-21, 18-14, 21-25, 30-21, 16-19, B. W.

GAME No. 350. SWITCHER, 11-15, 21-17.

Black, Hynd; White, Schaefer.

11	15	10	17	15	18	6	10	18	27	12	19	4	8	18	23
21	17	21	14	24	20	29	25	32	23	22	18	16	12	26	22
9	13	6	10	a-10	15	10	17	11	15	17	21	7	11		
25	21	22	17	17	13	23	14	d-25	22	e-20	16	14	10		
8	11	13	22	b-2	6	15	18	15	19	f-1	6	11	18		
17	14	26	17	c-31	26	27	23	23	16	18	15	10	1		

Abandoned as drawn.

A. Varies from game 61, A. Jordan and Denvir.

B. Play on 1-6 has been published, this is new but no improvement.

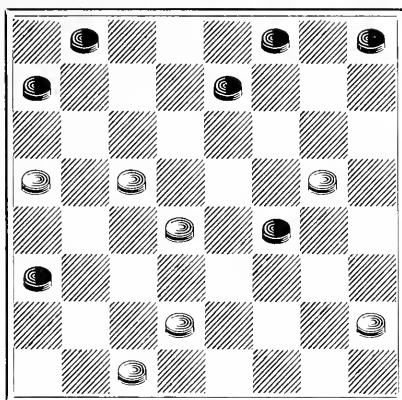
C. Undoubtedly whites best reply.

D. 23-19 makes a stronger reply.

E. A losing move, 18-15 will draw, says Dr. Schaefer, and we agree with him.

F. Allows white to escape. At the conclusion of the game Dr. Schaefer showed his opponent the following win. (See diagram.)

BLACK.



WHITE.

Black to play and win.

4-8, g-18-15, 7-11, 16-7, 3-17, 26-22, 17-26, 30-16, 5-9 B. W.

G. 16-12, 8-11, 26-22, 1-6, 22-17, 6-10, 13-9, 10-15. B. W.

GAME No. 351. PAISLEY, 11-16, 23-18.

Evening Session. Black, Schaefer; White, Hynd.

11	16	a-8	11	e-3	7	10	17	9	18	2	11	8	11	12	19
23	18	22	17	31	26	29	25	23	7	23	19	19	15	11	7
16	20	b-7	10	f-4	8	17	21	16	23	11	16	11	16	19	23
24	19	c-28	24	25	22	22	17	27	18	g-26	23	15	11	18	14
10	14	d-11	16	14	17	7	10	20	27	16	20	16	19	23	27
26	23	17	13	21	14	18	14	32	23	25	22	23	16	W. W.	

A. Now same as game 74, Heffner and Halliwell.

B. Varies from game 74, and identical with games 123 and 124, Stewart and Hill, and a number of others.

C. Varies from all other games.

D. Probably the loser.

- E. Same as game 124, Hill and Stewart.
- F. Unless a draw can be shown by 14-17 here, 11-16 at D must be considered a loss.
- G. Varies from Stewart, showing that white has more than one way of playing the ending, and still win. The doctor regretted this loss more than any other one, as it shattered one of his idols, but a player who gives the checker fraternity an analysis of his intended lines far in advance, must expect to meet with occasional disaster as a consequence.

GAME No. 352. PAISLEY, 11-16, 23-18.

Black, Hynd; White, Schaefer.

11	16	7	10	5	14	8	11	15	18	17	21	26	30	26	31
23	18	28	24	18	9	18	14	22	15	24	19	c-32	28	7	11
10	14	a-4	8	6	13	10	17	11	18	21	25	1	5	31	27
26	23	30	26	29	25	19	10	14	10	3	7	27	24	11	4
8	11	9	13	11	15	6	15	18	22	25	30	20	27	27	24
24	19	18	9	25	22	21	14	10	7	23	18	31	24		
16	20	13	22	b-2	6	3	8	13	17	30	26	22	26		
22	17	25	18	23	18	26	23	7	3	18	15	24	20		

Abandoned as drawn.

- A. Varies from game 351.
- B. This move appears very weak, and from which we believe there is no recovery. 8-11 is standard and draws.
- C. 27-24, 20-27, 31-24 would have won easily, this win was pointed out to the doctor after the game was played by A. Jordan, who had been watching the play. The loss of the previous game, and such a simple opportunity to even up, of course made the doctor feel splendid.

BOARD No. 9. HALLIWELL AND HILL.

GAME No. 353. DYKE, 11-15, 22-17.

Afternoon Session. Black, Halliwell; White, Hill.

11	15	25	22	13	22	23	16	8	12	18	9	14	18	17	14
22	17	8	11	25	18	12	19	16	11	5	14	22	17	24	27
15	19	30	25	11	16	31	27	7	16	28	24	12	16	8	3
23	16	4	8	29	25	3	8	c-25	22	16	20	10	7	27	31
12	19	22	18	8	12	b-27	24	6	9	24	19	2	11		
24	15	a-9	13	27	23	20	27	d-14	10	20	24	15	8		
10	19	18	14	16	20	32	16	9	14	19	15	16	19	B. W.	

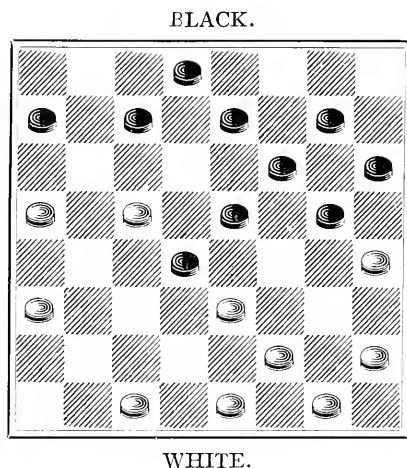
- A. Varies from game 4, Stewart and Horr.
 B. White's position becomes decidedly weak. 18-15 is given as the best defense with an equal game, and can be found in the books.
 C. 21-17 we believe will draw, but is very close.
 D. A black win is now clear, it looks as though a harder fight could be made here, but a different result is very doubtful.

GAME No. 354. DENNY, 11-15, 22-17.

Black, Hill; White, Halliwell.

11	15	14	18	g-6	9	31	26	23	16	26	31	23	27	13	22
22	17	23	14	13	6	22	15	7	2	14	10	11	15	18	25
a-9	14	9	18	2	9	9	18	16	7	31	27	27	32	20	24
25	22	17	14	30	25	2	7	2	11	10	7	25	21	28	19
b-7	11	10	17	15	19	26	23	18	23	12	16	31	27	31	27
24	20	21	14	27	24	i-28	24	11	15	7	3	15	19	23	18
3	7	12	16	18	27	12	16	23	26	16	19	27	24	27	23
29	25	25	21	24	15	j-32	28	15	18	3	7	19	23	18	27
5	9	8	12	11	18	k-8	12	5	9	19	23	24	27	32	16
17	13	d-26	23	h-20	2	l-15	11	m-21	17	18	22	22	18		
c-1	5	e-4	8	27	31	16	20	9	13	27	31	27	31		
22	17	f-31	26	26	22	24	19	17	14	7	11	21	17	Drawn.	

- A. Now same as game 47, Dearborn and Buchanan.
 B. Varies from game 47.
 C. All irregularities now cease, the game having become a Denny, brought up thus:
 10-14, 22-17, 6-10, 25-22, 11-15, 17-13, 1-6, 29-25, 8-11, 24-20, 3-8.
 D. With the exception of squares 1 and 29 being vacant, the position of the remaining pieces are identical with game 296, Ferrie and Barker. This slight difference takes a little from the strength of black's game. The proper replies at this stage are however the same.
 E. Losing move. 16-19 draws.
 F. Halliwell fails to see the shot. (See diagram.)



White to play and win.

13 9 21 17 31 20 30 25 28 3 32 23
 6 13 13 22 22 31 31 24 18 27 W. W.

- G. Hill makes a loser for the second time, 16-19 is again the proper reply.
 H. Either way of capturing, of course, wins.
 I. Halliwell, confident of the final result, begins to play "fancy," looking for 23-19, 7-10, 19-28, 21-17, and black returns the piece.

- J. Continues to play for fancy exchanges.
- K. Where there is life there is hope, is a motto Hill has always carried into his play, and by this last move the position has become critical. The play from the time both players made a king, resembles the cat playing with his captured mouse. Incautious kitty has lost track of his mouse, and don't know where to find it.
- L. Denvir in the Inter-Ocean, says: "Trapped; Halliwell has played the ending very carelessly, and now discovers that he must lose his advantage of a piece, and, despite his after endeavors, his wily opponent succeeds in escaping with a draw."
- M. Frank Dunne, in the Leeds Mercury, adds: "We think, however, that Halliwell still had the win in hand up to this point, and submit the following variation by way of illustration:

25	22	22	18	23	18	18	22	22	18	8	3	8	12	15	18
9	13	30	25	22	26	12	16	20	24	26	23	26	23	23	14
18	23	18	15	15	11	11	8	18	15	3	8	12	16	16	32
26	30	25	22	26	30	16	19	30	26	23	26	24	27	W. W.	

GAME No. 355. AYRSHIRE LASSIE, 11-15, 24-20.

Evening Session. Black, Halliwell; White, Hill.

11	15	4	8	15	18	1	5	10	17	17	26	7	11	5	9
24	20	23	19	a-17	13	b-30	26	23	14	31	15	24	19	c-28	24
8	11	9	14	5	9	14	17	9	18	11	18	3	7	7	10
28	24	22	17	26	23	21	14	26	22	19	15	32	28	25	21
													Then	18-22.	B. W.

- A. Varies from game 12, Heffner and R. Jordan.
- B. Very bad, 32-28 is the recognized reply.
- C. 25-21, 18-22, 21-17, 11-18, 17-14, 8-11, 14-5, 11-16, B. W.

GAME No. 356 AYRSHIRE LASSIE, 11-15, 24-20.

Black, Hill; White, Halliwell.

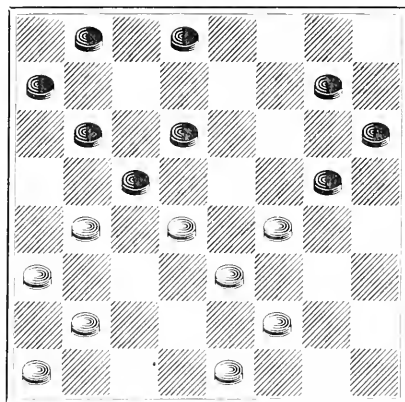
11 15 32 28 3 7 26 17 16 20 22 18 13 17 6 2
 24 20 10 14 a-30 26 4 8 25 22 1 5 22 13 32 27
 8 11 26 23 b-11 16 c-17 13 20 27 18 9 15 18 24 20
 28 24 7 10 20 11 8 11 31 24 5 14 13 9 27 24
 9 13 24 19 7 16 13 6 9 13 29 25 18 27 19 16
 23 18 15 24 22 17 2 9 18 9 11 15 9 6 12 19
 6 9 28 19 13 22 27 24 5 14 25 22 27 32 B. W.

A. Varies from game 166, Grover and Buchanan, but much inferior.

B. Introduced in the cook room by Johnny Horr of Buffalo, and a very good one it is.

C. Loses. (See diagram.)

BLACK.



WHITE.

White to play and draw.

18 15 1 10 13 6 11 15 17 13 12 16 2 6 24 31
 16 20 17 13 2 9 22 17 10 15 6 2 19 26 6 10
 15 6 8 11 25 22 15 24 13 6 15 19 31 22 Drawn.

BOARD No. 10. MORRALL AND DEARBORN.

Mr. Dearborn's illness became so alarmingly dangerous that his doctor advised his removal to a hospital, and games 357, 358, 359, and 360 the Britons courteously agreed to call unfinished.

America 1; Great Britain 9; Drawn 26.

TENTH DAY'S PLAY.

BOARD No. 1, STEWART AND DENVIR.

GAME No. 361. DOUBLE CORNER BRISTOL, 9-14, 22-17.

Afternoon Session. Black, Denvir; White, Stewart.

9 14	14 23	4 8	19 23	11 25	29 25	2 6	13 17
22 17	27 11	18 15	31 27	27 18	18 14	3 7	21 14
11 15	16 19	3 7	12 16	6 13	25 22	<i>d</i> -6	9 9 27
25 22	24 15	22 18	<i>c</i> -14 10	7 3	14 10	7 10	11 16
8 11	10 19	16 20	5 9	8 12	16 19	1 5	12 19
<i>a</i> -29 25	22 18	<i>b</i> -26 22	10 7	3 8	10 7	10 15	15 31
11 16	7 16	7 11	9 14	25 29	19 23	23 27	5 9
23 18	25 22	17 14	18 9	8 11	7 3	32 23	Drawn.

- A. Varies from game 48, Buchanan and Dearborn.
- B. Rather an odd one, and no doubt unexpected. 17-14 looks more natural, it prevents 12-16 as white would spring a trap by 14-10, 7-23, 28-24, thus it can be seen that black can do no better than 7-11. This would have given Stewart the option of 26-22 at a later point, or perhaps better play.
- C. This strikes us as being very weak, 28-24 and whites still have a splendid game.
- D. 22-18 and black have an easy win.

GAME No. 362. FIFE, 9-14, 22-17.

Black, Stewart; White, Denvir.

9 14	<i>a</i> -26 23	13 22	25 22	11 15	23 16	9 14	21 17
22 17	9 13	25 9	8 11	<i>b</i> -32 28	8 11	31 27	18 23
11 15	24 20	6 13	30 26	5 9	22 17	14 18	27 18
23 19	15 24	29 25	4 8	<i>c</i> -19 16	13 22	17 13	15 22
5 9	28 19	1 5	27 24	12 19	26 17	2 6	B. W.

- A. Varies from game 28, Schaefer and Gardner.
 B. 22-17 is much better, and draws, bringing the play back into regular lines.
 C. There appears to be no hope for white after this. 22-17, 13-22, 26-17, 9-13 and white may still draw, but if so, it is very hard.

GAME No. 363. DENNY, 10-14, 24-19.

Evening Session. Black, Denvir; White, Stewart.

10	14	26	23	12	16	17	14	7	10	7	3	10	15	20	16
24	19	5	9	19	12	10	17	22	17	30	25	23	27	3	8
a-7	10	24	19	10	19	21	5	10	6	16	19	15	11	11	15
22	17	4	8	7	2	24	27	b-17	14	25	22	3	8	8	3
11	16	19	16	19	24	31	24	9	13	19	23	11	7	16	19
27	24	11	15	30	26	28	19	8	11	22	17	8	12	2	7
16	20	16	11	24	28	12	8	13	17	23	18	7	11	19	23
32	27	8	12	26	17	19	16	11	16	2	6	27	24	7	2
9	13	23	19	28	32	8	4	17	21	15	11	9	6	15	18
25	22	15	24	27	23	16	11	18	15	17	13	12	8	2	7
8	11	28	19	20	24	29	25	21	25	11	8	11	7	18	22
19	16	14	18	23	18	6	9	14	10	6	10	24	20	7	11
12	19	22	15	32	28	25	22	25	30	18	23	7	3	c-22	17
23	7	13	22	2	7	11	7	10	7	13	9	8	11		
2	11	11	7	3	10	4	8	6	2	8	4	6	2	Drawn.	

- A. Varies from game 93, Ferrie and Grover.
 B. 17-13 wins quickly.
 C. The hour was getting late, and a continuance of the play threatened to interfere with the closing exercises of this great match, and by mutual agreement the position was declared a draw.

GAME No. 364. DENNY, 10-14, 24-19.

Black, Stewart; White, Denvir.

Unplayed.

BOARD No. 2. BUCHANAN AND SCHAEFER.

GAME No. 365. PAISLEY, 12-16, 22-18.

Afternoon Session. Black, Buchanan; White, Schaefer.

12	16	26	22	11	18	15	11	5	9	23	16	28	32	19	16
22	18	11	16	22	15	8	15	24	19	12	19	27	24	24	19
8	12	b-30	26	13	22	19	3	15	24	15	11	20	27	16	12
24	19	9	13	25	18	2	7	28	19	19	24	31	24	19	16
4	8	18	15	c-3	7	3	10	17	21	26	23	32	27	11	8
a-28	24	7	11	18	14	6	15	19	15	24	28	24	20	16	11
16	20	21	17	10	17	32	28	16	19	23	19	27	24	8	4

Drawn.

- A. Varies from game 7, Buchanan and Hill.
- B. Now into game 276, Halliwell and Schaefer.
- C. Varies from game 276, and is considerable better.

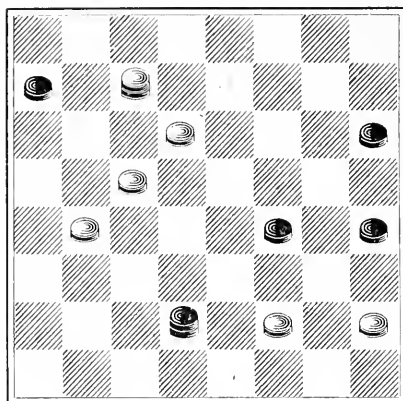
GAME No. 366. PAISLEY, 12-16, 22-18.

Black, Schaefer; White, Buchanan.

12	16	23	14	8	12	30	26	2	6	26	22	25	30	23	18
22	18	10	17	26	23	1	6	25	21	11	15	23	18	19	23
8	12	21	14	16	20	32	28	b-3	8	18	2	30	26	17	13
24	19	16	23	31	27	6	10	21	17	9	25	18	14	26	22
4	8	27	18	a-11	16	29	25	6	10	2	6	16	19	6	9
18	14	12	16	25	21	10	17	24	19	10	15	c-27	23		
9	18	28	24	6	9	21	14	8	11	19	10	12	16	Drawn.	

- A. Varies from games 54, Ferrie and Hill.
- B. This move loses, 7-11 draws thus; 21-17, 9-13, 26-22, 6-9, 24-19, 11-15, 19-10, 16-19, 23-16, 12-19. Drawn.
- C. Mr. Buchanan missed a simple win here. 10-7 wins.

BLACK.



WHITE.

White to play and win.

10-7, 26-31, 6-10, 31-24, 10-15 W. W.

GAME No. 367. DYKE, 367, 11-16, 22-17.

Evening Session. Black, Buchanan; White, Schaefer.

11	16	10	19	4	8	8	11	16	20	16	20	10	26	6	10
22	17	25	22	17	13	c-22	18	d-28	24	32	27	17	3	13	6
16	19	8	11	9	14	5	9	20	27	1	5	26	31	2	9
23	16	27	23	22	17	26	22	31	24	19	16	27	23	23	18
12	19	11	16	b-7	10	19	26	11	16	3	7	20	24	e-9	13
24	15	a-29	25	25	22	30	23	24	19	18	15	22	17	Drawn.	

- A. Varies from game 247, Buchanan and Reynolds.
- B. But enters again into that game.
- C. And again varies.
- D. 31-27 a most likely looking move, is an established loss thus:
2-7, 28-24, 11-16, 24-19, 7-11, 19-12, 11-16, 23-19, 14-23, 27-18,
16-23, B. W.
- E. The game from note C out, has been very tricky.

GAME No. 368. DYKE, 11-16, 22-17.

Black, Schaefer; White, Buchanan.

11	16	10	19	11	20	6	22	7	10	15	24	20	27	10	17
22	17	25	22	22	18	26	17	30	26	28	19	31	24	21	14
16	19	8	11	a-8	11	5	9	9	14	7	11	14	18	2	6
23	16	27	23	32	27	29	25	26	23	17	13	22	17	19	10
12	19	4	8	9	14	11	15	3	7	11	15	18	23	6	15
24	15	23	16	18	9	25	22	23	19	27	24	17	14	Drawn.	

A. Varies from game 30, Hynd and Head.

BOARD No. 3. R. JORDAN AND BARKER.

GAME No. 369. DOUBLE CORNER, 9-14, 24-20.

Afternoon Session. Black, R. Jordan; White, Barker.

9	14	4	8	b-10	15	d-2	7	14	21	15	19	27	31	16	20
24	20	28	24	19	10	24	19	22	17	23	18	17	14	10	7
5	9	8	11	6	15	15	24	9	13	19	23	31	27	27	23
22	18	24	19	27	24	28	19	26	22	18	14	22	18	18	15
11	16	11	16	16	20	12	16	11	16	23	27	13	17	22	26
20	11	29	25	c-32	28	19	12	18	14	10	7	7	2	15	10
8	22	7	11	20	27	7	10	10	15	3	10	17	22	1	5
25	18	a-25	22	31	24	21	17	14	10	14	7	14	10	2	6
															Then 23-27 Drawn.

A. Varies from game 216, Ferrie and Dearborn.

B. This move has figured in Scotch tourneys, and it can be taken for granted, its possibilities have been well pounded out.

C. In previous contests, 31-27 is the move invariably taken, in making this move Barker has run the play into a line first played in his last match with Reed at Chicago. In this match the play leading to this position came about as follows:

9 14 24 19 8 24 25 22 11 16 29 25 7 11 19 10
 22 18 11 15 28 19 8 11 27 24 20 27 25 22 6 15
 5 9 18 11 4 8 22 18 16 20 31 24 10 15 32 28
 Now the same as foregoing game at 24th move.

D. This was the move taken by Reed, and from here to the end the play in both games is practically the same. At the close of the Reed-Barker game, Maize suggested that 12-16 here might prove better, the suggestion probably led others to investigate, and the following is an extract of the play since published.

12 16 21 17 10 15 23 18 15 22 6 10 22 26 13 9
 24 19 14 21 17 13 22 25 5 1 15 19 17 22 23 26
 15 24 22 17 1 6 17 14 6 10 10 14 26 31 30 23
 28 12 6 10 22 17 11 15 1 6 19 23 22 29 27 18
 2 6 26 22 15 22 14 5 10 15 14 17 31 27 Drawn.

GAME No. 370. DOUBLE CORNER, 9-14, 24-20.

Black, Barker; White, R. Jordan.

9 14 4 8 3 7 15 24 13 22 15 19 23 26 10 15
 24 20 28 24 27 24 28 19 26 17 31 26 a-25 21 6 2
 5 9 8 11 1 5 11 15 7 11 19 24 28 32 15 18
 22 18 29 25 32 28 19 16 16 7 30 25 17 13 2 7
 11 16 10 15 9 13 12 19 2 11 24 28 32 28 11 15
 20 11 25 22 18 9 23 16 17 14 26 22 14 9 7 10
 8 22 7 10 5 14 14 18 10 17 18 23 6 10 b-15 19
 25 18 24 20 24 19 22 17 21 14 22 17 9 6 Drawn.

A. Varies from game 115, Halliwell and Barker.

The variation is immaterial, but in checkers one is always trying to lure his opponents into false paths, and 17-13 first gives one the impression the retention of the piece on 25 is preferred, and makes it tempting to drive it by 26-30, just as Halliwell did, and suffer for it with a weak ending.

B. During the winter months, prior to the contest, this game with a single exception was played between Heffner and Barker, in that game Barker playing the white, played 17-13 at A, then 28-32 was followed by 25-21, and carried out as above.

GAME No. 371. SINGLE CORNER, 11-15, 22-18.

Evening Session. Black, R. Jordan; White, Barker.

11	15	4	8	8	12	5	14	14	17	10	14	17	22	12	16
22	18	24	20	17	13	32	27	22	18	18	9	19	15	20	11
15	22	10	15	7	10	3	7	1	5	5	14	16	19	7	16
25	18	25	22	27	24	24	19	26	22	27	24	15	8	23	18
8	11	12	16	9	14	15	24	17	26	14	17	19	28	a-6	10
29	25	21	17	18	9	28	19	31	22	22	18	18	14	Drawn.	

- A. Book all through, the line is so well known that comments appear unnecessary.

— — —

GAME No. 372. SINGLE CORNER, 11-15, 22-18.

Black, Barker; White, R. Jordan.

11	15	18	14	10	17	23	19	8	12	9	6	26	31	17	22
22	18	10	17	21	14	3	7	26	23	7	11	6	10	28	24
15	22	21	14	2	6	19	15	17	22	6	2	31	26	27	23
25	18	16	20	26	23	a-6	10	14	9	10	14	10	17	4	8
12	16	23	18	13	17	15	6	5	14	2	6	11	15	10	6
29	25	6	10	31	26	1	10	18	9	22	26	19	10	8	11
9	13	25	21	7	11	24	19	b-11	16	28	24	26	28	6	1

Then 11-15, 1-5 and the score book stops, but the white win is quite apparent.

- A. Varies from game 161, Heffner and Stewart, and most likely loses. Barker had known of the possibilities of the novelty, but it was a case of receiving more new matter in a short space of time than one can properly retain, and he got slightly mixed, this happened frequently with all on the American team.
- B. Mr. Jordan thought it possible that a draw might be discovered by 11-15, but it was very remote, and he had very little faith in it. Although the great audience was most anxious to have Barker win from his doughty opponent, that worthy artist was the recipient of a ringing burst of applause for his win.

BOARD No. 4. FERRIE AND REYNOLDS.

GAME No. 373. DENNY, 10-14, 24-20.

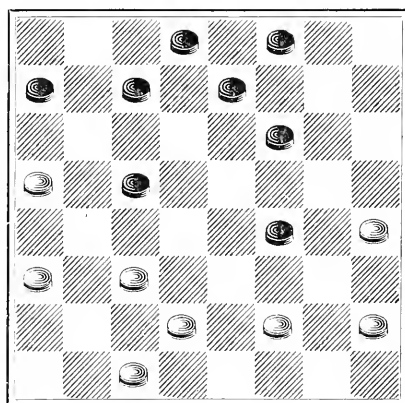
Afternoon Session. Black, Ferrie; White, Reynolds.

10	14	a-15	19	10	14	23	26	26	30	18	15	31	26	9	14
24	20	27	23	b-22	17	20	16	16	11	4	8	19	16	12	16
11	15	8	11	14	18	26	31	15	18	15	10	10	15	18	15
22	17	23	16	30	25	16	11	22	15	8	11	11	8	11	8
6	10	12	19	c-11	15	31	27	10	19	23	18	26	22	22	18
17	13	32	27	17	14	24	20	25	22	11	16	16	11	16	11
1	6	4	8	7	10	19	23	30	26	19	23	15	10	10	6
25	22	27	23	14	7	11	8	22	17	28	24	8	12	8	4
14	18	8	12	3	10	23	26	26	22	23	26	6	9	15	8
23	14	23	16	27	24	8	3	11	8	16	11	13	6	4	11
9	25	12	19	18	23	27	23	22	18	26	31	2	9	5	9
29	22	31	27	26	22	20	16	8	4	24	19	17	13	11	7
Drawn.															

A. Varies from game 38, Reynolds and Morrall.

B. Looks like a loser, 30-25 will draw.

BLACK.



WHITE.

White to play and draw.

30	25	14	18	26	22	6	10	18	23	23	26	15	22	2	18
1-3	8	17	14	11	15	27	24	25	22	22	18	24	6	13	9
22	17	8	12	22	17										Drawn.

- C. A win is probably missed here, the following wins: 11-16, 20-11, 7-16, 17-14, 3-7, 21-17, 16-20, 25-21, 6-10, 13-9, and black can win with three different moves, viz.: 18-23, or 18-22 or 10-15.

VARIATION 1.

6	10	d-14	18	10	17	11	15	18	23	23	26	26	31	31	26
22	17	e-17	14	21	14	27	24	26	22	25	21	22	17	14	10

Drawn by careful play.

- D. 11-15, 20-16, 14-18, 27-24, 10-14, 17-10, 7-14. Drawn.

- E. 27-24, 10-15, 17-14, 11-16, 20-11, 7-16, 24-20, 18-23, 20-11, 23-30, 14-10, 15-18, 10-6, 2-9, 13-6, 30-26, 21-17, 26-23, threatening two for one two ways and B. W.

GAME No. 374. DENNY, 10-14, 24-20.

Black, Reynolds; White, Ferrie.

10	14	26	10	1	6	21	14	8	11	20	11	6	10	27	23
24	20	6	15	28	24	15	18	15	8	7	23	14	7	18	27
11	15	21	17	6	10	24	19	4	11	31	26	3	10	25	18
22	18	a-9	13	25	21	13	17	23	19	b-2	6	29	25	27	31
15	22	17	14	10	17	19	15	11	16	26	19	17	22	18	15

Then 12-16. Drawn.

- A. Varies from game 171, R. Jordan and Horr.

- B. A little better play here in our opinion would go thus: 3-7, 26-19, 18-22, 27-23, 7-10, 14-7, 2-11, 23-18, 11-16. What little advantage there is lies with black.

GAME No. 375. KELSO, 10-15, 22-17.

Evening Session. Black, Ferrie; White, Reynolds.

10	15	6	22	12	16	16	20	9	13	25	30	5	14	16	19
22	17	26	17	28	24	26	23	18	15	6	9	17	19	23	16
11	16	8	11	a-1	6	2	6	13	22	30	26	3	7	12	19
23	18	29	25	17	14	24	19	15	6	9	13	32	27	28	32
15	22	4	8	6	9	11	16	7	11	26	31	7	10	15	18
25	18	24	19	30	26	25	22	6	1	13	17	19	24	21	17
9	14	16	23	8	12	6	10	22	25	31	15	11	15	19	23
18	9	27	18	b-31	27	22	17	1	6	14	9	24	28	B. W.	

A. Varies from game 163, Heffner and Stewart.

B. White's game appears beaten after this. 21-17 draws, and gives white an easy game. Mr. Ferrie nursed his win in this game very cleverly.

GAME No. 376. EDINBURGH, 10-15, 22-17.

Black, Reynolds; White, Ferrie.

10	15	24	19	11	16	22	18	12	16	32	28	10	19	18	14
22	17	9	18	26	23	6	9	15	8	7	10	23	18	10	17
a-9	13	23	14	8	11	29	25	4	11	14	7	20	24	21	14
b-17	14	15	24	25	22	16	20	30	26	3	10	27	20	9	18
c-6	9	28	19	1	6	19	15	2	6	d-18	15	6	10	26	23
W. W.															

A. Varies from game 169, R. Jordan and Horr, and is very weak.

B. Edinburgh and brought up thus: 9-13, 22-18, 10-15, 18-14.

C. 15-19, or 15-18 considered best here.

D. Wins handsomely.

BOARD No. 5. SEARIGHT AND DEARBORN.

GAMES No. 377, 378, 379 and 380.

Through the courtesy of the visitors these games were counted unfinished.

BOARD No. 6. A. JORDAN AND GROVER.

GAME No. 381. PAISLEY, 11-16, 22-18.

Afternoon Session. Black, Grover; White, A. Jordan.

11	16	23	14	16	23	31	27	1	6	29	25	d-7	10	21	14
22	18	10	17	27	18	a-16	20	30	26	10	17	14	7	9	18
8	11	21	14	12	16	26	23	c-11	16	21	14	3	10	23	14
18	14	4	8	28	24	6	9	32	28	2	6	18	14	6	9
9	18	24	19	8	12	b-25	21	6	10	25	21	10	17	26	23

W. W.

- A. Varies from game 73, Halliwell and Heffner, and has run into game 54, Ferrie and Hill at the 17th move.
- B. Leaves game 54, and enters into game 182, Hill and A. Jordan
- C. Differs from game 182, and runs into game 366, Schaefer and Buchanan.
- D. In game 366, Dr. Schaefer played 3-8, and should have lost. It is not difficult to comprehend how the doctor came to make his mistake, but Grover's 7-10 we find a puzzle. A probable explanation may be, that he overlooked the return exchange 18-14, or noting it got mixed, and thought at its completion it would be white's turn to move. 7-11 draws as shown in game 366.

GAME No. 382. PAISLEY, 11-16, 22-18.

Black, A. Jordan; White, Grover.

11	16	16	20	9	13	6	13	11	18	6	9	14	18	13	17
22	18	22	17	18	9	25	18	23	7	22	18	23	14	21	14
8	11	7	10	5	14	4	8	3	10	1	5	16	23	9	27
24	19	30	26	22	18	29	25	27	23	18	15	14	10	31	24
10	14	11	16	13	22	8	11	a-2	6	10	14	23	27	20	27
26	22	26	22	18	9	18	15	25	22	15	11	32	23	Drawn.	

- A. Varies from game 152, Hynd and Grover, and the correct move to draw, as shown in note of that game.

GAME No. 383. KELSO BRISTOL, 10-15, 24-20.

Evening Session. Black, Grover; White, A. Jordan.

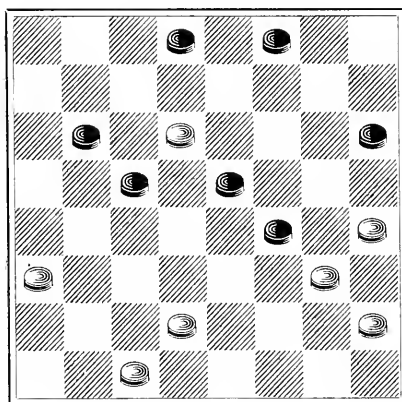
10	15	14	23	8	12	9	14	31	27	19	23	12	16	23	26
24	20	27	18	27	24	31	26	17	14	9	6	17	14	9	6
15	19	11	15	9	13	5	9	27	23	23	27	32	27	8	12
23	16	18	11	17	14	b-10	6	14	9	6	1	9	6	10	14
12	19	8	15	6	9	9	13	23	18	27	32	16	19	27	23
a-22	18	21	17	14	10	6	1	30	26	1	5	14	9	6	2
6	10	4	8	7	14	2	6	18	23	15	19	19	23	26	31
25	22	25	21	22	17	1	17	26	22	24	15	28	24	14	10
10	14	1	6	13	22	13	31	23	18	18	11	3	8	31	27
29	25	32	27	26	10	21	17	22	17	5	9	6	10	10	14

Then 27-32, 14-10, 32-28. B. W.

A. Varies from game 177, Schaefer and Searight.

B. Black's end game becomes so strong after this, it warrants an opinion that analysis will prove it a loss.

BLACK.



WHITE.

White to play and draw.

26	23	15	18	19	16	18	23	23	27	27	31	31	27	27	23
19	26	23	19	12	19	15	11	28	24	24	19	19	16	11	7
30	23	9	13	24	15										

Drawn.

GAME No. 384. KELSO BRISTOL, 10-15, 24-20.

Black, A. Jordan; White, Grover

10	15	24	15	19	24	16	11	1	5	31	24	9	14	6	9
24	20	10	19	28	19	3	8	17	13	14	18	2	6	11	15
15	19	21	17	15	24	11	7	9	14	25	22	14	18	9	14
23	16	11	15	20	16	2	11	13	9	18	25	22	15		
12	19	32	27	6	15	26	23	15	18	29	22	11	18		
27	24	a-9	14	27	20	5	9	9	6	5	9	30	26		
7	10	17	10	8	12	22	17	18	27	6	2	8	11	W.	W.

A. Varies from game 177, Schaefer and Searight, and loses..

• The Briton's blunder is on a par with Grover's in their first game, but not quite so immediately disastrous.

BOARD No. 7. GARDNER AND HERR.

GAME No. 385. EDINBURGH, 9-13, 24-19.

Afternoon Session. Black, Herr; White, Gardner.

9	13	28	24	b-7	10	22	18	11	16	15	10	9	14	10	7
24	19	16	20	25	22	c-12	16	25	22	6	15	30	26	3	10
11	16	32	28	2	7	19	12	16	19	31	27	1	5	12	3
22	18	10	14	29	25	10	19	23	16	32	23	26	23	10	15
a-5	9	18	15	7	11	24	15	14	32	26	10	5	9	3	8
														W.	W.

A. Varies from game 31, Head and Hynd.

B. A draw for black after this is very doubtful, and we would suggest 1-5 to draw.

C. 11-16, 25-22, 8-11, 15-8, 4-11, 21-17, 14-21, 19-15, and white should win.

GAME No. 386. MILLBURY, 9-13, 24-19.

Black, Gardner; White, Horr.

9 13	10 14	2 7	3 19	c-8 12	9 14	d-14 18	31 27
24 19	28 24	19 16	27 24	15 11	7 2	22 15	20 16
11 16	7 10	12 19	20 27	12 16	6 9	9 14	23 26
22 18	18 15	23 16	31 15	11 7	2 7	10 17	30 23
5 9	11 18	10 19	4 8	16 19	24 27	13 29	27 18
a-25 22	22 15	24 15	28 24	7 2	26 22	21 17	
8 11	b-16 20	7 11	14 18	19 24	18 23	27 31	
29 25	32 28	15 8	24 20	2 7	7 10	15 11	Drawn.

- A. Varies from game 385, but does not appear quite as strong.
 B. The positions have now become the same as in game 36, Grover and Halliwell.
 C. Varies from game 36.
 D. It does not look as though Gardner made the most of this ending, 27-31, 10-17, 31-27 and white though a man up appear to be critically situated, it is in black's power to close with a draw whenever they choose.

GAME No. 387. DENNY, 10-14, 22-18.

Evening Session. Black, Horr; White, Gardner.

10 14	15 24	4 8	10 26	d-3 7	16 20	12 19	10 14
22 18	28 19	18 9	31 22	25 21	30 26	32 16	26 22
11 15	6 10	5 14	8 11	11 15	20 27	1 6	2 7
18 11	b-25 22	c-26 22	29 25	18 11	19 15	16 11	8 3
8 15	9 13	14 17	7 10	7 16	10 19	6 10	7 10
a-24 19	22 18	21 14	22 18	27 24	23 16	11 8	3 7
Then 10-15, 7-10, 14-18.							Drawn.

- A. Varies from game 55, Hill and Ferrie.
 B. The game has now become a Defiance, but with colors reversed.
 C. The positions are the same, but with colors reversed, as game 301, A. Jordan and Head.
 D. Varies from Head in game 301, where 31-27 is played, but when applied to this game would read 2-6.

GAME No. 388. DENNY, 10-14, 22-18.

Black, Gardner; White, Horr.

10	14	26	22	4	8	24	19	9	13	18	9	15	24	19	16
22	18	<i>a</i> -6	10	29	25	15	24	18	9	5	14	28	19	12	19
11	15	22	18	8	11	28	19	5	14	24	20	3	7	23	7
18	11	15	22	25	22	7	10	22	18	11	15	30	26	<i>b</i> -2	11
8	15	25	18	10	15	27	24	1	5	32	28	7	11	Drawn.	

Abandoned as drawn.

- A. Varies from game 334, Heffner and Ferrie, and is much better than 14-18 as played in that game.
- B. The game from A was very evenly contested.

BOARD No. 8. HYND AND HEFFNER.

GAME No. 389. DOUBLE CORNER BRISTOL, 9-14, 22-17.

Afternoon Session. Black, Hynd; White, Heffner.

9	14	24	19	5	14	25	22	<i>e</i> -6	9	<i>h</i> -31	26	17	21	7	2
22	17	15	24	29	25	15	19	13	6	14	23	18	15	25	30
11	15	28	19	<i>c</i> -16	20	<i>d</i> -22	18	2	9	26	19	21	25	2	18
25	22	4	8	19	16	14	23	<i>f</i> -17	13	9	14	15	11	30	14
8	11	22	18	12	19	27	18	1	6	<i>i</i> -30	26	7	10	19	15
<i>a</i> -17	13	8	11	23	16	19	24	<i>g</i> -26	22	14	17	11	7	24	28
<i>b</i> -11	16	18	9	11	15	21	17	10	14	22	18	10	14	16	12

Drawn.

- A. Varies from game 48, Buchanan and Dearborn.
- B. And now into game 222, Heffner and A. Jordan.
- C. Varies from game 222.
- D. Leaves the books, and is new. While sound, it cannot be classed an improvement.
- E. Unexpected. 10-14 was considered the most likely response.

At first glance 6-9 looks as if it would lead to difficulties for black. Whites of course, need find no trouble in making a draw, but danger lurks in trying to do better.

- F. White can compel the draw here at once by 16-12. 7-11 would lose by the three for three trap, but 9-13 draws thus: 32-28, 13-22, 28-19, 1-5, 26-17, 10-14. Drawn.
- G. If 16-12, then 10-14, 18-15, 14-18 and all semblance of a black weakness disappears. Whites, in fact, though seemingly well fortified have nothing better than 30-25, 10-14, 18-15, 7-11, 15-8, 3-19, 25-21. Drawn. We were reluctant to bring the game to so abrupt a close. Confident that 26-22 would draw, we played in hopes of having overlooked something that a further examination would uncover, in this, as the play shows, we were doomed to disappointment.
- H. 18-15 again draws similar to 30-25 in note G.
- I. If 16-12, black replies 24-28 with a strong ending.

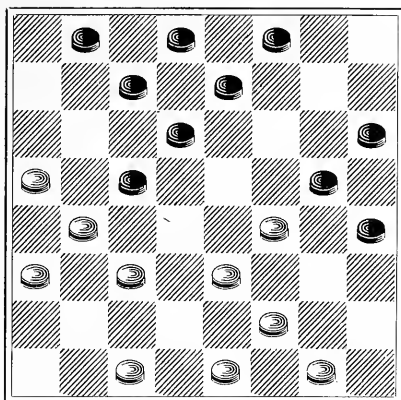
GAME No. 390. DOUBLE CORNER BRISTOL, 9-14, 22-17.

Black, Heffner; White, Hynd.

9	14	<i>a</i> -29	25	<i>c</i> -14	18	28	19	24	28	30	26	27	23	17	10
22	17	<i>b</i> -16	20	23	14	5	9	18	14	12	16	21	17	16	11
11	15	24	19	8	11	14	5	28	32	14	9	23	16	10	6
25	22	15	24	26	23	10	14	27	23	16	19	25	21	1	10
8	11	28	19	<i>d</i> -11	15	17	10	20	24	18	15	24	28	9	6
17	13	4	8	32	28	6	24	23	18	19	23	15	10	2	9
11	16	22	17	15	24	23	18	32	27	26	19	7	14	Drawn.	

- A. Varies from game 222, Heffner and A. Jordan.
- B. And now into game 71, Barker and Hynd.
- C. Varies from game 71.
- D. 11-16, 14-9, 5-14, 25-22 and we have the following well known Bristol ending colors reversed.

BLACK.



WHITE.

Black to play.

To get this position in the old way, go back to note C, and instead of 14-18 play 8-11, 25-22, 11-16, 22-18, 7-11, 18-9, 5-14, and the positions are identical.

GAME No. 391. AYRSHIRE LASSIE, 11-15, 24-20.

Evening Session. Black, Hynd; White, Heffner.

11	15	32	28	3	8	22	17	11	16	21	17	9	14	31	24
24	20	6	9	23	19	13	22	20	11	13	22	13	9	16	23
8	11	23	18	9	14	25	9	7	16	26	17	15	18	20	16
28	24	a-1	6	18	9	6	13	30	26	6	9	24	20	12	19
9	13	27	23	5	14	26	23	2	6	17	13	18	27	Drawn.	

A. Varies from game 89, R. Jordan and Reynolds. Can find no play on it, and is probably original.

GAME No. 392. OLD FOURTEENTH, 11-15, 24-20.

Black, Heffner; White, Hynd.

11	15	22	17	6	9	25	18	10	17	21	14	22	15	4	8
24	20	15	18	13	6	15	22	21	14	26	30	24	19	22	26
8	11	26	23	2	9	23	18	6	10	19	15	15	24	20	16
28	24	11	15	26	22	14	23	30	25	30	26	28	19	7	10
4	8	17	13	1	6	27	18	10	17	15	8	13	17	14	7
23	19	8	11	22	17	9	13	25	21	26	22	8	4	a-3	10
9	14	31	26	18	22	17	14	22	26	32	28	17	22	Drawn.	

A. Played same as game 12, Heffner and R. Jordan.

BOARD No. 9. HALLIWELL AND HEAD.

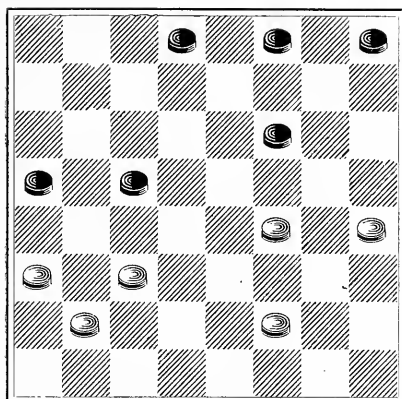
GAME No. 393. KELSO BRISTOL, 10-15, 24-20.

Afternoon Session. Black, Halliwell; White, Head.

10	15	6	10	a-1	6	11	15	15	24	5	14	11	15	10	14
24	20	25	22	32	27	26	23	28	19	31	27	16	11	7	3
15	19	10	14	9	14	19	26	7	10	d-2	6	6	10	8	12
23	16	29	25	18	9	30	23	c-23	18	27	23	23	18		
12	19	14	23	6	13	8	11	10	14	3	8	14	23		
22	18	27	18	b-27	24	24	19	18	9	e-19	16	11	7	B. W.	

- A. Varies from game 383, Grover and A. Jordan.
- B. Cramps white's game, 27-23 gives a more open game.
- C. 22-18 here will draw. The move taken comes very near losing.
- D. After this white's have an easy draw by 19 15. 3-8 is much stronger and embodies all the good contained in the 2-6 move, and prevents the 19-15 exchange. (See diagram.)

BLACK.



WHITE.

Black to play and white to draw.

3 8 16 11 9 13 7 2 15 11 1 6 22 26 *2 6
 1-27 23 15 18 6 9 22 26 1 6 27 31 1 6 11 8
 2 6 23 19 4 8 19 15 12 16 6 1 26 23 5 1
 22 18 13 17 *20 16 26 23 6 1 31 26 5 1 8 3
 6 9 11 7 8 12 15 10 16 19 *1 5 15 11 1 5
 19 16 17 22 16 11 23 19 1 6 26 22 6 2 15 11
 11 15 7 2 29 25 10 6 19 23 *2 6 23 19 6 10
 18 11 22 29 11 7 19 15 6 1 11 15 f-1 5
 8 15 2 6 25 22 6 1 23 27 *6 1 19 15 Drawn.

VARIATION 1.

19 15 14 18 27 24 23 26 15 11 27 23 3 8 2 6
 11 18 15 10 18 23 19 15 31 27 7 3 18 15
 22 15 8 12 24 19 26 31 10 7 23 18 25 22 B. W.

E. Loses, 22-18 draws as shown in play following diagram.

. If 2-6 then 11-7 now 6-2, 19-15, 2-11, 15-8, 1-6, 8-11, *6-10, 11-16, 10-17, 13-22, 9-14. Drawn.

If however, white instead of playing 6-2 had allowed the black king into 2, they could win thus: 1-5, 6-2, 5-1, 19-23, 1-5, 23-27, 6-1, 27-32, 1-6, 18-23, 9-27, 2-9, 5-14, 32-23. B. W.

GAME No. 394. KELSO BRISTOL, 10-15, 24-20.

Black, Head; White, Halliwell.

10 15	7 10	6 10	3 10	4 8	1 6	8 12	9 13
24 20	24 15	17 14	20 16	27 23	22 18	24 19	
15 19	10 19	9 18	a-8 11	5 9	15 22	14 17	
23 16	21 17	26 23	16 7	24 20	25 18	29 25	
12 19	11 15	19 26	2 11	10 14	6 10	17 21	
27 24	32 27	30 7	28 24	b-31 27	27 24	25 22	B. W.

A. Varies from game 318, Grover and Morrall.

B. Loses. The following draws, and was published in the *Boston Herald* shortly after the match by Asa Richardson of Lowell, Mass.

22 18	8 12	25 21	10 15	22 17	9 14	7 3	14 23
15 22	29 25	6 10	26 22	15 22	10 7	26 31	3 8
25 18	1 6	31 26	12 16	17 10	22 26	23 18	Drawn.

GAME No. 395. WILL O'THE WISP, 9-13, 23-19.

Evening Session. Black, Head; White, Halliwell.

9 13	25 18	8 11	18 9	4 8	22 17	15 18	23 18
23 19	10 14	26 22	5 14	25 22	13 22	31 26	14 32
11 15	18 9	6 10	29 25	8 11	26 17	18 22	17 14
22 18	5 14	22 18	11 15	32 27	3 8	26 17	10 17
15 22	27 23	1 5	30 26	2 6	17 13	11 15	a-19 3
							Drawn.

A. Played same as game 41, Reynolds and Stewart.

GAME No. 396. WILL O'THE WISP, 9-13, 23-19.

Black, Halliwell; White, Head.

9 13 25 18 *a*-12 16 18 9 8 12 15 11 14 18 31 15
 23 19 7 11 29 25 11 18 25 22 3 8 22 15 8 11
 11 15 19 15 6 9 22 15 16 19 11 7 11 18 15 8
 22 18 10 19 26 22 *b*-5 14 23 16 2 11 26 23 4 11
 15 22 24 15 9 14 27 23 12 19 30 26 19 26

Drawn.

A. Varies from game 42, Stewart and Reynolds.

B. Returns again into the same game, and played the same to the end.

BOARD No. 10. MORRALL AND HILL.

GAME No. 397. DUNDEE, 12-16, 21-17.

Afternoon Session. Black, Morrall; White, Hill.

12 16 22 8 7 10 3 7 26 23 19 15 31 26 10 14
 21 17 3 26 11 7 15 18 11 15 27 23 20 16 26 30
 16 20 30 23 22 26 7 11 23 32 12 8 26 22 7 10
 17 14 9 14 31 22 31 26 *k*-7 10 31 26 16 11 30 26
d-10 17 23 19 17 26 11 15 18 23 8 3 30 26 3 7
 22 13 14 17 7 3 18 22 10 1 23 19 11 7 23 27
 11 15 19 16 *f*-26 31 2 7 23 26 15 24 19 23 13 9
 25 22 *e*-17 22 16 11 4 8 15 19 20 27 7 2 27 23
 8 11 24 19 31 26 24 19 32 27 28 24 22 17 9 6
 23 19 5 9 11 7 9 14 1 6 26 23 2 7 23 19
 7 10 28 24 *g*-26 31 19 16 26 30 24 20 23 18 7 11
 19 16 10 14 7 2 8 11 6 10 23 19 12 8
b-2 7 19 15 *h*-1 5 15 8 22 26 3 8 18 23
c-26 23 14 17 *i*-32 28 14 18 16 12 27 31 8 3
d-15 18 15 11 *j*-10 15 8 11 26 31 8 12 17 22 W. W.

A. Varies from game 186, Dearborn and Gardner.

B. Appears to be best, and gives white a field of traps that black must be careful to avoid.

- C. Hill quickly takes advantage of whatever possibilities the strength of his game may bring forth.
- D. Again there seems to be nothing stronger, if 9-14, or 10-14, then 23-18 wins, or if 4-8 then 23-18 again gives a very strong position, and if followed with 8-12, then 30-26, 12-19, 27-23, W. W.
- E. 10-15 may be a little stronger.
- F. The positions appear more equalized now, but still whatever advantage there may be remains with white.
- G. There seems to be a wasting of moves through here.
- H. Mr. Morrall's troubles now begin in real earnest.
- I. Forming a trap, should black come out 31-26 then 3-8, 4-11, 27-23, etc., but it is questionable under the circumstances, if this would be best or that Hill intended taking it.
- J. Whatever was Hill's intention, Morrall seemed bent on avoiding it, the wisdom of this is very doubtful, and from here black's game goes to pieces.
- K. Only a matter of finishing up a game already won.

GAME No. 398. KELSO CROSS, 12-16, 21-17.

Black, Hill; White, Morrall.

12 16 a-8 12 c-6 9 1 6 4 8 3 10 18 25 13 22
 21 17 23 18 d-27 24 30 25 21 17 e-18 14 29 22 26 17
 9 13 b-10 15 16 19 12 16 7 10 9 18 5 9 15 22
 24 20 17 14 25 21 32 27 14 7 25 21 22 18 24 15
 . Then 10-19 B. W.

- A. Varies from game 91, R. Jordan and Reynolds.
- B. Now into game 331, Grover and R. Jordan.
- C. Varies from game 331.
- D. 25-21, 16-19 and the play comes back again into game 331.
- E. Loses, Mr. Cowie shows this very close draw.

17 14 5 14 29 25 29 25 *7 3 11 15 8 11 24 27
 10 17 27 23 6 9 6 2 22 24 19 10 14 18 6 1
 25 21 2 7 22 18 8 12 28 19 16 19 11 15 27 31
 9 14 31 27 15 29 2 7 17 22 23 16 19 24 1 5
 18 9 7 10 24 6 25 22 3 8 12 19 10 6 Drawn.

GAME No. 399. KELSO, 10-15, 21-17.

Evening Session. Black, Morrall; White, Hill.

10 15 29 25 3 7 13 6 25 29 15 6 c-11 15 23 14
 21 17 9 14 22 18 1 10 26 22 30 26 14 9 16 23
 11 16 18 9 14 17 18 15 7 11 6 2 8 11 27 18
 22 18 5 14 21 14 2 6 22 18 13 17 9 6 20 27
 15 22 24 19 10 17 30 25 29 25 2 6 25 30 32 23
 25 18 11 16 31 26 17 21 17 13 17 21 6 1 26 19
 16 20 25 21 4 8 25 22 b-25 30 6 10 30 25 14 9
 17 13 7 10 28 24 a-21 25 13 9 21 25 1 6
 8 11 26 22 6 9 22 17 6 13 18 14 d-15 18 Drawn.

- A. Varies from game 121, Stewart and Hill.
- B. The play has got back in again same as game 121.
- C. And here it again departs.
- D. The ending is rather a dangerous one to toy with, and Morrall forces the issue to a close.

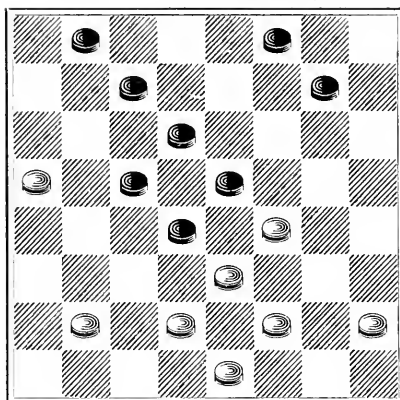
GAME No. 400. KELSO, 10-15, 21-17.

Black, Hill; White, Morrall.

10 15 12 19 9 14 8 11 7 10 1 5 14 17 11 18
 21 17 22 18 18 9 29 25 30 26 13 9 23 19 22 15
 11 16 15 22 11 18 4 8 c-11 15 6 13 17 21 25 30
 17 13 24 15 a-28 24 26 23 28 24 24 20 25 22 27 23
 16 19 7 11 5 14 b-2 7 8 11 15 24 21 25 13 17
 23 16 25 18 24 19 32 28 26 22 22 6 19 15 Drawn.

- A. Varies from game 103, Schaefer and A. Jordan.
- B. This move looks weak, 8-12 or 11-15 would have been better.
- C. This move should lose. (See diagram.)

BLACK.



WHITE.

White to play and win.

19 16 15 19 11 7 14 17 17 21 21 30 30 32 15 18
 8 12 23 16 10 15 2 9 9 14 14 16 16 11 31 26
 16 11 12 19 7 2 W. W.

We think, however, at C, that black can draw with 8-12 thus:

19 15 23 7 26 23 28 24 24 19 19 10 13 9 23 16
 10 19 3 10 12 16 16 20 10 15 6 15 15 19 18 22
 Drawn.

America 5; Great Britain 8; Drawn 22.

GRAND TOTAL FOR THE TEN DAYS' PLAY.

America 34; Great Britain 74; Drawn 283.

Subscriptions.

INTERNATIONAL MATCH.

Boston, Mass., February 2nd., 1906.

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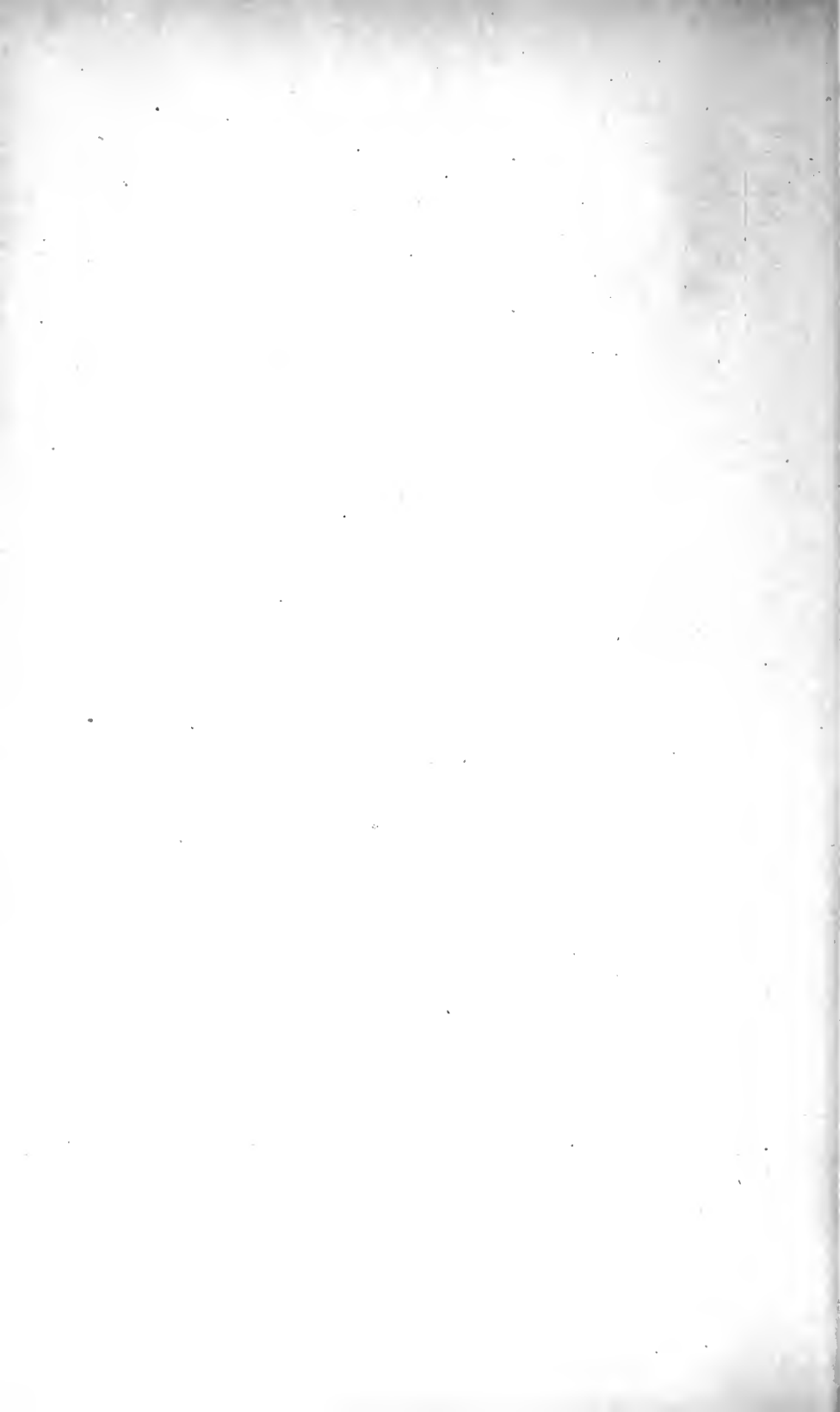
	BUCHANAN.	FERRIE.	GARDNER.	HALLIWELL.	HYND.	A. JORDAN.	R. JORDAN.	MORRALL.	SEARIGHT.	STEWART.	Won.	Lost.	Drawn.
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Wins for Great Britain are indicated in upper right-hand corner.

Wins for United States are indicated in lower left-hand corner.

Draws are indicated in centre of square.

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Halliwell, B.

Grover, W.

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game 32.

Drawn.

Grover, B.

Halliwell, W.

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W. Won.

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GAME 45.

Off 3.

9 14

25 22

11 16

24 20

16 23

27 11

7 16

20 11

3 7

28 24

7 16

24 20

16 19

188-29 25

Drawn.

Buchanan, B.
Dearborn, W.

GAME 46.

Off 4.

17 14

8 12

27 23

Same as 4 at 15th
move.

46a. Off 4.

7 11

Drawn.

Dearborn, B.
Buchanan, W.

GAME 47.

Off 21.

22 17

143-11 15
180-25 22
48-15 19
35 .a.
Same as 9 at 5th move.
47a. Off 9.
29 25
8 12
179-25 21
4 8
17 13
2 6
27 23
7 10
23 16
12 19
32 27
292-8 12
W. Won.
Buchanan, B.
Dearborn, W.
GAME 48.
Off 47.
361 8 11
389-23 19
Same as 45 at 2nd move.
Drawn.
BOARD 3.
Head B.
R. Jordan, W.
GAME 49.
Off 27.
16 20
30 26

2 7
249-23 18
Drawn.
R. Jordan, B.
Head, W.
GAME 50.
Off 27.
65 11 16
218-26 23
184-16 20
30 26
8 11
19 16
12 19
24 8
4 11
23 19
66-6 9
Drawn.
Head, B.
R. Jordan, W.
GAME 51.
Off 15.
10 14
18 15
52-7 10
20 16
14 18
346a.-26 23
W. Won.
R. Jordan, B.
Head, W.
GAME 52.
Off 51.
14 18
27 23
18 27

32 16
7 10
16 12
10 19
31 27
19 23
26 19
3 7
12 3
9 13
3 10
6 31
30 26
31 22
25 18
4 8
307-28 24
Drawn.
BOARD 4.
Hill, B.
Ferrie, W.
GAME 53.
Off 8.
22 17
16 20
30 25
81a.-11 16
W. Won.
Ferrie, B.
Hill, W.
GAME 54.
Off 1.
18 14
10 17
21 14
9 18
23 14
4 8

80a.-24 19
 16 23
 27 18
 107-12 16
 28 24
 73b.-16 20
 31 27
 8 12
 141-26 23
 366-6 9
 182-24 19
 1 6
 25 21
 11 16
 29 25
 107a.-6 10
 30 26
 10 17
 21 14
 181a.-7 10
 14 7
 3 10
 26 22
 9 13
 108-18 15
 10 14
 25 21
 2 6
 15 11
 6 9
 22 18
 13 17
 11 7
 17 22
 7 2
 22 26
 19 15
 181b.-26 30
 182a.-15 10

Drawn.

Hill, B.
Ferrie, W.

GAME 55.

Off 17.

 22 18
 197-11 15
 18 11
 56 8 15
 334-24 20
 387

Drawn.

Ferrie, B.
Hill W.

GAME 56.

Off 55.

 23 18
 15 22
 26 10
 6 15
 25 22
 4 8
 24 19
 15 24
 28 19
 8 11
 333-22 18
 9 14
 18 9
 5 14
 29 25
 7 10
 25 22
 11 15
 32 28
 15 24
 28 19

333a.-2 7

Drawn.

BOARD 5.

Searight B.
Horr W.

GAME 57.

Off 13.

 17 13
 103-16 20
 22 18
 15 22
 25 18

Same as 13 at 8th
move.

57a. Off 13.

 24 19
 11 16
 26 22

Same as 14 at 9th
move.

57b. Off 14.

 30 25
 206-14 17
 21 14
 10 26
 31 22
 287-7 10

 25 21
 4 8
 22 18
 8 11
 18 15
 11 18
 23 7
 176a 2 11
 332-19 15

Drawn.

Horr, B.
Searight, W.
GAME 58.
Off 13.

23 18
331-16 20
18 11
175| 8 15
192-17 14
9 18
24 19
15 24
22 15
251-4 8
28 19
5 9
25 22
7 10
29 25
251a-3 7

Drawn.

Searight, B.
Horr, W.
GAME 59.
Off 13.

22 18
15 22
60| 25 18
210-11 15
18 11
8 15
21 17
267-4 8

Drawn.

Horr, B.
Searight, W.
GAME 60.
Off 59.

9 13
95-24 19
11 15
18 11
8 24
28 19
173-4 8
209-23 18
6 10
29 25
8 11
304a-25 22
173a-5 9

Drawn.

BOARD 6.

A. Jordan, B.
Denvir, W.

GAME 61.
Off 3.

25 22
9 13
Same as 43 at 4th
move.

61a. Off 43.

15 18
337| 24 20
350- 2 6
338-29 25
18 22
25 18
10 15
28 24
15 22
32 28
136-4 8

Drawn.

Denvir, B.
A. Jordan, W.
GAME 62.
Off 29a.

22 18
12 19
18 11
7 16
25 22
187-3 8
32 27
8 12
29 25
9 14
17 10
6 15
27 23
159-1 6

Drawn.

A. Jordan, B.
Denvir, W.

GAME 63.
Off 3.

23 19
64-9 14
Same as 27 at 2nd
move.

63a. Off 27.

27 23
Same as 21 at 4th
move.

63b. Off 22.

11 16

Drawn.

Denvir, B.
 A. Jordan, W.
 GAME 64.
 Off 63.

 8 11
 22 17
 Same as 3 at 4th
 move.

 Drawn.

 BOARD 7.
 Grover, B.
 Gardner, W.
 GAME 65.
 Off 50.

 19 15

 Drawn.

 Gardner, B.
 Grover, W.
 GAME 66.
 Off 50.

 5 9

 Drawn.

 Grover, B.
 Gardner, W.
 GAME 67.
 Off 5.

 11 15
 18 11
 8 15
 239-21 17
 5 9
 17 13
 68-9 14
 29 25
 4 8
 24 20

114a-8 11
 113-28 24
 240-1 5

 W. Won.

 Gardner, B.
 Grover, W.
 GAME 68.
 Off 67.

 4 8
 114-29 25

 B. Won.

 BOARD 8.
 Barker, B.
 Hynd, W.
 GAME 69.
 Off 31.

 18 14

 Drawn.

 Hynd, B.
 Barker, W.
 GAME 70.
 Off 32.

 22 18

 Drawn.

 Barker, B.
 Hynd, W.
 GAME 71.
 Off 1.

 72 | 22 17
 219 | 16 20
 17 13
 79-9 14
 25 22
 8 12
 29 25

 11 15
 24 19
 15 24
 28 19
 4 8
 22 17
 390a-8 11

 B. Won.

 Hynd, B.
 Barker, W.
 GAME 72.
 Off 71.

 8 12
 80-24 19
 4 8
 25 22
 16 20
 22 18
 Same as 33a at 3rd
 move.

 72a. Off 33a.

 29 25

 Drawn.

 BOARD 9.
 Halliwell, B.
 Hefner, W.
 GAME 73.
 Off 9.

 24 19
 109-8 11
 22 18
 Same as 7 at 1st
 move.

 73a. Off 7.

 18 14
 9 18
 23 14

16 23
27 18
10 17
21 14
Same as 54 at 9th
move.

73^b. Off 54.

181| 8 12
244-31 27
381-6 9
313-25 22
16 20
29 25
1 6
26 23
306a-7 10
W. Won.

Heffner, B.
Halliwell, W.
GAME 74.
Off 7.

10 14
110-26 22
118a-16 20
151a-22 17
123a-11 16
17 10
6 24
28 19
7 10
137a-18 14
Drawn.

Halliwell, B.
Heffner, W.
GAME 75.
Off 15.
8 12
W. Won.

Heffner B.
Halliwell W.

GAME 76.

Off 16.
22 18
B. Won.

BOARD 10.

Schaefer, B.
Morrall, W.

GAME 77.
Off 17.

23 19
111-14 18
22 15
11 18
78-21 17
B. Won.

Morrall, B.
Schaefer, W.
GAME 78.
Off 77.

26 22
Drawn.

Schaefer, B.
Morrall, W.

GAME 79.
Off 71.

11 15
Drawn.

Morrall, B.
Schaefer, W.

GAME 80.
Off 72.

17 14

Same as 54 at 1st
move.

80a. Off 54
26 23
W. Won.

THIRD DAY

BOARD 1.

Dearborn, B.
Stewart, W.

GAME 81.
Off 8.

117| 16 20
194-22 17
243-4 8
Same as 53 at 2nd
move.

81a. Off 53.
9 14
W. Won.

Stewart, B.
Dearborn, W.

GAME 82.
Off 1.

25 22
10 14
29 25
6 10
18 15
290a-9 13
15 6
1 10
22 18
2 7
18 9

5	14
25	22
10	15
21	17
14	21
23	18
7	11
18	14
290b-3	8
Drawn.	
Dearborn, B.	
Stewart, W.	
GAME 83.	
Off 37.	
7	10
Drawn.	
Stewart, B.	
Dearborn, W.	
GAME 84.	
Off 17.	
15	18
23	14
9	18
17	13
274-11	15
B. Won.	
BOARD 2.	
Heffner, B.	
Buchanan, W.	
GAME 85.	
Off 19.	
9	13
86-17	14
16	19
Same as 19 at 6th	
move.	

85a. Off 19.	
2	6
Drawn.	
Buchanan, B.	
Heffner, W.	
GAME 86.	
Off 85.	
24	20
16	19
335a-17	14
Same as 19 at 7th	
move.	
86a. Off 19.	
8	12
23	16
12	19
32	27
3	8
126-27	24
1	6
25	21
13	17
22	13
15	22
26	17
9	18
24	15
7	10
214-31	26
10	19
17	14
319-18	23
14	10
6	15
28	24
19	28
26	10
335b-28	32
Drawn.	

Heffner, B.	
Buchanan, W.	
GAME 87.	
Off 3.	
24	19
15	24
120-28	19
8	11
22	18
225-11	16
88	25
119-10	14
27	24
16	20
31	27
139-7	10
29	25
4	8
32	28
139a-9	13
Drawn.	
Buchanan, B.	
Heffner, W.	
GAME 88.	
Off 87.	
16	20
22	17
4	8
17	13
8	11
26	22
119a-9	14
18	9
5	14
22	18
140-14	17
Drawn.	

BOARD 3.

R. Jordan, B.
Reynolds, W.

GAME 89.

Off 11.

90 9 13

284-32 28

6 9

23 18

391-10 14

26 23

7 10

166-30 26

B. Won

Reynolds, B.
R. Jordan, W

GAME 90.

Off 89.

22 18

W. Won.

R. Jordan, B.
Reynolds, W.

GAME 91.

Off 1

21 17

92-9 13

264-24 20

263-5 9

398

B. Won.

Reynolds, B.
R. Jordan, W.

GAME 92.

Off 91.

16 20

186-17 13

11 15

185-24 19

15 24

28 19

8 11

22 18

9 14

18 9

5 14

25 22

11 15

19 16

14 18

23 14

10 17

29 25

17 21

22 17

4 8

279-16 12.

W. Won.

BOARD 4.

Ferrie, B.
Grover, W.

GAME 93.

Off 17.

98 24 19

363-6 10

94-22 18

11 15

18 11

8 24

28 19

7 11

25 22

11 15

255-29 25

B. Won.

Grover, B.

Ferrie, W.

GAME 94.

Off 93.

22 17

9 13

28 24

13 22

25 9

5 14

278a-29 25

11 15

25 22

97-7 11

22 17

11 16

223-23 18

Drawn.

Ferrie, B.

Grover, W.

GAME 95

Off 60.

29 25

11 15

18 11

8 15

25 22

4 8

96-23 18

8 11

174-27 23

Drawn.

Grover, B.

Ferrie, W.

GAME 96.

Off 95.

24 19

Drawn.

BOARD 5.

Searight, B.
Head, W.

GAME 97.

Off 94.

8 11

22 17

3 8

26 22

1 6

32 28

11 16

22 18

15 22

19 15

10 26

300a-17 3

Drawn.

Head, B.
Searight, W.

GAME 98.

Off 93.

11 16

224-28 24

W. Won.

Searight, B.
Head, W.

GAME 99.

Off 13.

24 19

15 24

28 19

100-9 14

B. Won.

Head, B.
Searight, W.
GAME 100.

Off 99.

6 10

22 17

9 14

25 22

11 15

27 24

8 11

23 18

14 23

17 14

10 17

21 14

7 10

14 7

3 10

31 27

2 6

27 18

6 9

157-32 28

9 14

18 9

5 14

26 23

1 5

30 26

5 9

24 20

15 24

28 19

11 15

19 16

12 19

23 16

158-15 19

Drawn.

BOARD 6.

Schaefer, B.
A. Jordan, W.

GAME 101.

Off 5.

22 18

102-12 16

W. Won.

A. Jordan, B.
Schaefer, W.

GAME 102.

Off 101.

10 15

25 22

6 10

23 19

11 16

18 11

16 23

27 18

8 15

18 11

7 16

22 18

153-5 9

W. Won.

Schaefer, B.
A. Jordan, W.

GAME 103.

Off 57.

16 19

23 16

12 19

22 18

15 22

24 15

7 11

25 18
 9 14
 18 9
 11 18
 400-29 25
 5 14
 26 22
 3 7
 22 15
 7 10
 104-13 9
 10 19
 27 24
 6 13
 24 15
 1 6
 122-28 24

 Drawn.

A. Jordan, B.
 Schaefer, W.
 GAME 104.
 Off 103.

 27 24
 10 19
 24 15
 6 9
 13 6
 1 19
 205a-32 27

 Drawn.

BOARD 7.
 Gardner, B.
 Hill, W.
 GAME 105.
 Off 42.

 5 9

 Drawn.

Hill, B.
 Gardner, W.
 GAME 106.
 Off 41.

 10 15

 B. Won.

 Gardner, B.
 Hill, W.
 GAME 107.
 Off 54.

 11 16
 28 24
 16 20
 31 27
 306-8 11
 Same as 54 at 14th
 move.

 107a. Off 54.

7 10
 14 7
 3 10
 18 14
 10 17
 21 14
 9 18
 23 14
 16 23
 27 18
 12 16
 25 22
 312b-6 9

 Drawn.

Hill, B.
 Gardner, W.
 GAME 108.
 Off 54.

 25 21
 2 6

18 15
 10 14
 Same as 54 at 34th
 move.

 Drawn.

BOARD 8.
 Denvir, B.
 Hynd, W.
 GAME 109.
 Off 73.

 9 14

 Drawn.

Hynd, B.
 Denvir, W.
 GAME 110.
 Off 74.

 25 22
 270-16 20

 Drawn.

Denvir, B.
 Hynd, W.
 GAME 111.
 Off 77.

11 16
 19 15
 112-16 20
 24 19
 7 10
 22 17
 9 13
 27 23
 13 22
 25 9
 5 14
 29 25
 1 5

32 27
Same as 98 at 14th
move.
W. Won.
Hynd, B.
Denvir, W.
GAME 112.
Off 111
7 11
Drawn.
BOARD 9.
Halliwell, B.
Barker, W.
GAME 113.
Off 67.
25 22
14 18
23 14
10 17
156-27 23
7 10
28 24
156a-1 5
32 28
3 7
156b-23 18
W. Won.
Barker, B.
Halliwell, W.
GAME 114.
Off 68.
24 20
9 14
29 25
Same as 67 at 10th
move.
114a. Off 67.

14 18
Drawn.
Halliwell, B.
Barker, W.
GAME 115.
Off 39.
22 18
11 16
20 11
8 22
25 18
133-4 8
189a-28 24
8 11
127-29 25
128-10 15
25 22
7 10
24 20
3 7
27 24
1 5
32 28
9 13
18 9
5 14
24 19
15 24
28 19
11 15
19 16
12 19
23 16
14 18
22 17
13 22
26 17
7 11
16 7
2 11

17 14
10 17
21 14
15 19
31 26
19 24
30 25
24 28
26 22
18 23
22 17
23 26
370-17 13
W. Won.
Barker, B.
Halliwell, W.
GAME 116.
Off 39.
22 17
Drawn.
BOARD 10.
Horr, B.
Morrall, W.
GAME 117.
Off 81.
24 19
4 8
Same as 33a at 2nd
move.
117a. Off 33a.
9 13
W. Won.
Morrall, B.
Horr, W.
GAME 118.
Off 33.
10 14

197a-24 19
Same as 74 at 1st
move.

118a. Off 74.

7 10

138-30 26

B. Won.

Horr, B.

Morrall, W.

GAME 119.

Off 87.

4 8

22 17

8 11

17 13

16 20

Same as 88 at 5th
move.

119a. Off 88.

10 15

19 10

7 14

32 28

3 7

254-28 24

Drawn.

Morrall, B.

Horr, W.

GAME 120.

Off 87.

27 20

10 15

28 24

226-6 10

Drawn.

FOURTH DAY.

BOARD 1.

Stewart, B.

Hill, W.

GAME 121.

Off 14.

18 15

2 6

30 25

17 21

25 22

399-7 11

22 18

21 25

26 22

25 30

22 17

30 26

17 13

252a-26 30

13 9

6 13

15 6

30 26

6 2

13 17

2 6

17 21

6 10

21 25

18 14

399a-25 30

14 9

30 25

9 6

252b-25 22

Drawn.

Hill, B.

Stewart, W.

GAME 122.

Off 103.

31 26

W. Won.

Stewart, B.

Hill, W.

GAME 123.

Off 1.

24 19

8 12

Same as 73 at 2nd
move.

123a. Off 74.

124 7 10

351a-30 26

11 16

26 22

9 13

18 9

5 14

22 18

13 22

18 9

6 13

25 18

323-4 8

29 25

8 11

18 15

11 18

23 7

138a-3 10

152a-25 22

324 16 23

27 18

1 5

314-32	27
2	7
142-18	15
<hr/>	
Drawn.	
<hr/>	
Hill, B.	
Stewart, W.	
GAME 124.	
Off 123a.	
<hr/>	
17	13
3	7
348-28	24
11	16
31	26
4	8
25	22
14	17
21	14
10	17
29	25
17	21
22	17
7	10
18	14
9	18
23	7
16	23
27	18
20	27
32	23
2	11
23	19
11	16
351b-25	22
<hr/>	
W. Won.	
<hr/>	

BOARD 2.	
Barker, B.	
Buchanan, W.	
GAME 125.	
Off 13.	
<hr/>	
23	18
213-12	16
Same as 19 at 2nd	
move.	
<hr/>	
Drawn.	
<hr/>	
Buchanan, B.	
Barker, W.	
GAME 126.	
Off 86a.	
<hr/>	
27	23
320-11	16
20	11
7	16
18	11
9	27
31	15
13	17
22	13
5	9
13	6
1	19
25	22
8	15
29	25
4	8
265-22	17
<hr/>	
Drawn.	
<hr/>	
Barker, B.	
Buchanan, W.	
GAME 127.	
Off 115.	
<hr/>	
24	19
<hr/>	

11	16
29	25
216a-3	8
<hr/>	
Drawn.	
<hr/>	
Buchanan, B.	
Barker, W.	
GAME 128.	
Off 115.	
<hr/>	
11	16
<hr/>	
Drawn.	
<hr/>	
BOARD 3.	
R. Jordan, B.	
Denvir, W.	
GAME 129.	
Off 21.	
<hr/>	
22	18
189	5 9
190	25 22
130-11	16
18	15
10	19
24	15
7	10
27	24
10	19
24	15
207-16	19
23	16
12	19
22	17
14	18
17	13
9	14
29	25
8	12
208-31	27
<hr/>	
Drawn.	
<hr/>	

Denvir, B. R. Jordan, W. GAME 130. Off 129.	
12 16	
W. Won.	
R. Jordan, B. Denvir, W. GAME 131. Off 9.	
8 12	
25 21	
4 8	
22 17	
7 10	
Same as 9 at 21st move.	
131a. Off 9.	
17 14	
Drawn.	
Denvir, B. R. Jordan, W. GAME 132. Off 9.	
9 13	
309-25 21	
5 9	
234-23 18	
10 15	
18 11	
8 15	
24 19	
16 23	
27 11	
7 16	
30 25	
233-3 7	
W. Won.	

BOARD 4. Schaefer, B. Ferrie, W. GAME 133. Off 115.	
12 16	
134-28 24	
16 20	
24 19	
4 8	
29 25	
8 12	
134a-25 22	
1 5	
19 16	
12 19	
23 16	
14 23	
26 19	
328-9 13	
Drawn.	
Ferrie, B. Schaefer, W. GAME 134. Off 133.	
29 25	
4 8	
28 24	
16 20	
24 19	
Same as 133 at 6th move.	
134a. Off 133.	
26 22	
W. Won.	

Schaefer, B. Ferrie, W. GAME 135. Off 3.	
21 17	
9 13	
Same as 43 at 2nd move.	
135a. Off 43.	
2 6	
29 25	
4 8	
Same as 44 at 1st move.	
135b. Off 44.	
24 19	
15 24	
28 19	
11 15	
27 24	
15 18	
31 26	
18 27	
32 23	
8 11	
25 22	
6 9	
23 18	
9 13	
24 20	
10 15	
19 10	
349-5 9	
W. Won.	
Ferrie, B. Schaefer, W. GAME 136. Off 61a.	
6 9	

149-24 19
B. Won.
BOARD 5.
Reynolds, B.
Searight, W.
GAME 137.
Off 1.
16 20
193-24 19
10 14
26 22
8 12
Same as 74 at 3rd
move.
137a. Off 74.
25 22
1 6
224a-18 15
Drawn.
Searight, B.
Reynolds, W.
GAME 138.
Off 118a.
22 17
305-16 20
Same as 123a at 1st
move.
138a. Off 123a.
16 23
Drawn.
Reynolds, B.
Searight, W.
GAME 139.
Off 87.
4 8
29 25

7 10
Same as 87 at 14th
move.
139a. Off 87.
3 7
Drawn.
Searight, B.
Reynolds, W.
GAME 140.
Off 88.
1 5
18 9
5 14
29 25
11 15
253-25 22
B. Won.
BOARD 6.
Horr, B.
A. Jordan, W.
GAME 141.
Off 54.
25 21
6 9
182a-26 23
244a-11 16
30 26
1 6
32 28
6 10
29 25
10 17
21 14
2 6
366a 25 21
381b 6 10
W. Won.

A. Jordan, B.
Horr, W.
GAME 142.
Off 123a.
31 26
5 9
21 17
7 11
26 23
11 15
18 11
9 14
11 7
14 21
314a-23 18
Drawn.
Horr, B.
A. Jordan, W.
GAME 143.
Off 47.
11 16
25 22
Same as 9 at 4th
move.
143a. Off 9.
8 11
W. Won.
A. Jordan, B.
Horr, W.
GAME, 144.
Off 9.
1 6
29 25
7 10
25 21
8 12
221-22 18
Drawn.

BOARD 7.
 Heffner, B.
 Gardner, W.
 GAME 145.
 Off 17.

 6 10

 Drawn.

 Gardner, B.
 Heffner, W.
 GAME 146.
 Off 18.

 29 25
 4 8
 25 22
 8 11
 28 24
 273-9 13

 Drawn.

 Heffner, B.
 Gardner, W.
 GAME 147.
 Off 3.

 22 18
 15 22
 25 18
 231-12 16
 148-29 25
 237
 272-9 13
 161-24 19

 Drawn.

 Gardner, B.
 Heffner, W.
 GAME 148.
 Off 147.

 18 14
 9 18

23 14
 10 17
 162 21 14
 232 16 20
 29 25
 8 11
 24 19
 4 8
 27 23
 8 12
 227-23 18
 232a-11 15

 Drawn.

 BOARD 8.
 Grover, B.
 Hynd, W.
 GAME 149.
 Off 136.

 17 13

 Drawn.

 Hynd, B.
 Grover, W.
 GAME 150.
 Off 43.

 1 6
 29 25
 4 8
 Same as 43 at 14th
 move.

 150a. Off 43.

 11 16

 Drawn.

 Grover, B.
 Hynd, W.
 GAME 151.
 Off 9.

 23 18

351-10 14
 26 23
 8 11
 152-24 19
 Same as 74 at 2nd
 move.

 151a. Off 74.

 28 24

 Drawn.

 Hynd, B.
 Grover, W.
 GAME 152.
 Off 151.

 22 17
 7 10
 24 19
 Same as 138 at 1st
 move.

 152a. Off 123a.

 27 23
 382-1 5

 Drawn.

 BOARD 9.
 Dearborn, B.
 Halliwell, W.
 GAME 153.
 Off 102.

 4 8
 154-18 15

 Drawn.

 Halliwell, B.
 Dearborn, W.
 GAME 154.
 Off 153.

 32 27

 W. Won.

Dearborn, B.
Halliwell, W.
GAME 155.
Off 5
18 14
Drawn.
Halliwell, B.
Dearborn, W.
GAME 156.
Off 113.
28 24
7 10
27 23
Same as 113 at 7th
move.
156a. Off 113.
3 7
32 28
1 5
Same as 113 at 10th
move.
156b. Off 113.
24 19
B. Won.
BOARD 10.
Head, B.
Morrall, W.
GAME 157.
Off 100.
29 25
Drawn.
Morrall, B.
Head, W.
GAME 158.
Off 100.
9 13
Drawn.

Head, B.	228-19 15
Morrall, W.	372-8 12
GAME 159.	15 8
Off 62.	4 11
5 9	24 19
Drawn.	6 10
	28 24
Morrall, B.	11 16
Head, W.	18 15
GAME 160.	16 23
Off 3.	15 6
3 8	1 10
Drawn.	238-27 18
	Drawn.

FIFTH DAY.

BOARD 1.

Heffner, B.
Stewart, W.
GAME 161.
Off 147.

18 14
10 17
21 14
16 20
23 18
6 10
25 21
10 17
21 14
259-2 6
26 23
13 17
31 26
7 11
271 23 19
286- 3 7

Stewart, B.
Heffner, W.
GAME 162.
Off 148.

6 10

Drawn.

Heffner, B.
Stewart, W.
GAME 163.
Off 29.

10 15
23 18
15 22
25 18
9 14
18 9
6 22
26 17
8 11
29 25
4 8
170-24 19
16 23
27 18

12 16'
169a 28 24
375-16 20

Drawn.

Stewart, B.
Heffner, W.

GAME 164.

Off 4.

26 22

Drawn.

BOARD 2.

Buchanan, B.
Grover, W.

GAME 165.

Off 11.

10 14

B. Won.

Grover, B.
Buchanan, W.

GAME 166.

Off 89.

24 19

15 24

28 19

3 7

356-18 15

Drawn.

Buchanan, B.
Grover, W.

GAME 167.

Off 21.

22 18

297-15 24

18 9

5 14

28 19
8 11
282-25 22

11 15

32 28

15 24

28 19

168-4 8

22 18

225a-8 11

Drawn.

Grover, B.
Buchanan, W.

GAME 168.

Off 167.

7 11

Drawn.

BOARD 3.

R. Jordan, B.
Horr, W.

GAME 169.

Off 13.

22 17

376-11 16

Same as 163 at 1st
move.

169a. Off 163.

8 12

Drawn.

Horr, B.
R. Jordan, W.

GAME 170.

Off 163

24 20

Drawn.

R. Jordan, B.
Horr, W.

GAME 171.

Off 17.

21 17

374-8 11

Drawn.

Horr, B.
R. Jordan, W.

GAME 172.

Off 17.

7 10

Drawn.

BOARD 4.

Head, B.
Ferric, W.

GAME 173.

Off 60.

6 10

304-29 25

4 8

25 22

8 11

23 18

Same as 60 at 12th
move.

173a. Off 60.

2 6

26 23

13 17

22 13

10 15

19 10

6 22

21 17

7 10

27 24

1 6
209a-32 27
Drawn.
Ferrie, B.
Head, W.
GAME 174.
Off 95.
18 14
Drawn.
Head, B.
Ferrie, W.
GAME 175.
Off 58.
22 18
Drawn.
Ferrie, B.
Head, W.
GAME 176.
Off 13.
24 19
11 16
25 21
7 10
Same as 57a at
2nd move.
176a. Off 57b.
21 17
Drawn.
BOARD 5.
Schaefer, B.
Searight, W.
GAME 177.
Off 13.
24 20
15 19

23 16
12 19
383-27 24
7 10
24 15
10 19
317-21 17
11 15
32 27
384- 6 10
17 14
9 18
26 23
19 26
30 7
3 10
318-22 18
15 22
25 18
8 11
27 23
5 9
29 25
4 8
31 27
178- 8 12
Drawn
Searight, B.
Schaefer, W.
GAME 178.
Off 177.
1 5
Drawn.
Schaefer, B.
Searight, W.
GAME 179.
Off 47a.
17 13

2 6
27 23
4 8
23 16
12 19
32 27
7 10
25 21
Same as 47a at
11th move.
Searight, B.
Schaefer, W.
GAME 180.
Off 47.
23 19
Same as 27 at 3rd
move.
180a. Off 28.
25 22
Drawn.
BOARD 6.
A Jordan, B.
Hill, W.
GAME 181.
Off 73b.
26 23
16 20
31 27
Same as 54 at 15th
move.
181a. Off 54.
2 6
313c-26 22
7 10
14 7
3 10
18 15
10 14

15	11
9	13
25	21
Same as 54 at 35th move.	
181b. Off 54.	
26	31
Drawn.	
Hill, B.	
A. Jordan, W.	
GAME 182	
Off 54.	
25	21
220	1 6
312a	30 26
381a	6 10
24	19
10	17
21	14
11	16
29	25
Same as 54 at 25th move.	
182a. Off 54.	
2	6
Drawn.	
A. Jordan, B.	
Hill, W.	
GAME 183.	
Off 21.	
12	16
Drawn.	
Hill, B.	
A. Jordan, W.	
GAME 184.	
Off 50.	
5	9

217-24	20
Drawn.	
BOARD 7.	
Gardner, B.	
Dearborn, W.	
GAME 185.	
Off 92.	
22	18
Drawn.	
Dearborn, B.	
Gardner, W.	
GAME 186.	
Off 92.	
17	14
397-	9 18
B. Won.	
Gardner, B.	
Dearborn, W.	
GAME 187.	
Off 62.	
6	10
Drawn.	
Dearborn, B.	
Gardner, W.	
GAME 188.	
Off 45.	
22	18
Drawn.	
BOARD 8.	
Hynd, B.	
Reynolds, W.	
GAME 189.	
Off 129.	
24	20

Same as 115 at 1st move.	
189a. Off 115.	
29	25
B. Won.	
Reynolds, B.	
Hynd, W.	
GAME 190.	
Off 129.	
24	19
11	15
18	11
8	24
28	19
4	8
216-26	22
215-	9 13
Drawn.	
Hynd, B.	
Reynolds, W.	
GAME 191.	
Off 13.	
9	14
18	9
5	14
29	25
8	11
Same as 13 at 13th move.	
191a. Off 14.	
4	8
W. Won.	
Reynolds, B.	
Hynd, W.	
GAME 192.	
Off 58.	
17	13

9 14
25 21
4 8
22 17
229- 7 10
W. Won.
BOARD 9.
Denvir, B.
Halliwell, W.
GAME 193.
Off 137.
26 22
235a-11 15
Drawn.
Halliwell, B.
Denvir, W.
GAME 194.
Off 81.
29 25
Drawn.
Denvir, B.
Halliwell, W.
GAME 195.
Off 38.
25 22
14 18
23 14
9 25
29 22
5 9
17 13
196- 1 6
B. Won.

Halliwell, B.
Denvir, W.
GAME 196.
Off 195.
2 6
Drawn.
BOARD 10.
Morrall, B.
Barker, W.
GAME 197.
Off 55.
11 16
Same as 118 at 1st
move.
197a. Off 118.
25 22
16 20
198-29 25
8 11
18 15
11 18
22 15
9 13
24 19
4 8
28 24
7 10
32 28
2 7
25 22
5 9
30 25
1 5
19 16
12 19
23 16
10 19
24 15

7 11
16 7
3 19
27 24
20 27
31 15
204a-14 17
Drawn.
Barker, B.
Morrall, W.
GAME 198.
Off 197a.
22 17
Drawn.
Morrall, B.
Barker, W.
GAME 199.
Off 5.
24 20
245-10 15
200-23 18
246-12 16
21 17
Same as 86 at 1st
move.
Drawn.
Barker, B.
Morrall, W.
GAME 200
Off 199.
21 17
Drawn.

SIXTH DAY.

BOARD 1.

Stewart, B.
Grover, W.
GAME 201.
Off 43.

5 9

Drawn.

Grover, B.
Stewart, W.
GAME 202.
Off 43.

13 17

Drawn.

Stewart, B.
Grover, W.
GAME 203.
Off 5.

23 18
5 9
26 23
11 16
204-30 26

Drawn.

Grover, B.
Stewart, W.
GAME 204.
Off 203.

24 19
10 14
30 26
8 11
28 24
16 20
18 15
11 18

22 15
7 10
32 28
2 7
25 22
4 8
29 25

Same as 197*a* at
17th move.

204*a*. Off 197*a*

8 12

Drawn.

BOARD 2.

Head, B.
Buchanan, W.

GAME 205.

Off 9.

10 15

Same as 13 at 3rd
move.

205*a*. Off 104.

25 22

Drawn.

Buchanan, B.
Head, W.

GAME 206.

Off 57*b*.

4 8

B. Won.

Head, B.
Buchanan, W.

GAME 207.

Off 129.

2 7

Drawn.

Buchanan, B.

Head, W.

GAME 208.

Off 129.

26 22

Drawn.

BOARD 3.

Schaefer, B.

R. Jordan, W.

GAME 209.

Off 60.

29 25

8 11

25 22

6 10

23 18

Same as 60 at 12th
move.

209*a*. Off 173*a*.

32 28

Drawn.

R. Jordan, B.

Schaefer, W.

GAME 210.

Off 59.

6 10

Drawn.

Schaefer, B.

R. Jordan, W.

GAME 211.

Off 13.

23 19

212- 7 10

301-26 23

9 14

22 17
 11 16
 25 22
 Same as 27 at 7th
 move.

211a. Off 27.

16 20

30 26

217a-3 7

Drawn.

R. Jordan, B.
 Schaefer, W.

GAME 212.

Off 211.

6 10

242-22 17

1 6

25 22

11 16

29 25

16 23

325-27 11

B. Won.

BOARD 4.

Dearborn, B.
 Ferrie, W.

GAME 213.

Off 125.

7 10

Drawn.

Ferrie, B.
 Dearborn, W.

GAME 214.

Off 86a.

17 14

10 19
 31 26
 Same as 86a at 18th
 move.

Drawn.

Dearborn, B.
 Ferrie, W.

GAME 215.

Off 190.

8 11

Drawn.

Ferrie, B.
 Dearborn, W.

GAME 216.

Off 190.

25 22

8 11

22 18

Same as 127 at 1st
 move.

216a. Off 127.

7 11

369-18 15

11 18

21 17

14 21

23 5

16 23

26 19

3 7

25 22

7 11

327-27 23

Drawn.

BOARD 5.

Hill, B.
 Searight, W.

GAME 217.

Off 184.

22 17

7 11

17 13

16 20

30 26

11 15

25 22

Same as 211a at 2nd
 move.

217a. Off 211a.

8 11

W. Won.

Searight, B.
 Hill, W.

GAME 218.

Off 50.

27 23

Drawn.

Hill, B.
 Searight, W.

GAME 219.

Off 71.

16 19

Drawn.

Searight, B.
 Hill, W.

GAME 220.

Off 182.

24 19

Same as 54 at 19th
move.

Drawn.

BOARD 6.

A. Jordan, B.
Heffner, W.

GAME 221.

Off 144.

27 24

Drawn.

Heffner, B.
A. Jordan, W.

GAME 222.

Off 10.

25 21

11 15

390-24 19

15 24

28 19

4 8

22 18

8 11

18 9

5 14

29 25

389a-11 15

Drawn.

A. Jordan, B.
Heffner, W.

GAME 223.

Off 94.

17 13

3 7

256-24 20

Drawn.

Heffner, B.
A. Jordan, W.

GAME 224.

Off 98.

22 18

Same as 118 at 2rd
move.

224a. Off 137a.

22 17

Drawn.

BOARD 7.

Gardner, B.
Barker, W.

GAME 225.

Off 87.

9 14

18 9

5 14

Same as 167 at 6th
move.

225a. Off 167.

1 5

Drawn.

Barker, B.
Gardner, W.

GAME 226.

Off 120.

7 10

B. Won.

Gardner, B.
Barker, W.

GAME 227.

Off 148

25 21

Drawn.

Barker, B.
Gardner, W.

GAME 228.

Off 161.

26 22

Drawn.

BOARD 8.

Horr, B.
Hynd, W.

GAME 229.

Off 192.

6 10

Drawn.

Hynd, B.
Horr, W.

GAME 230.

Off 9.

30 25

Drawn.

Horr, B.
Hynd, W.
GAME 231.

Off 147.

8 11

29 25

4 8

24 20

371-12 16

B. Won.

Hynd, B.
Horr, W.
GAME 232.

Off 148.

8 11

29 25
285-16 20
Same as 148 at 8th
move.

232a. Off 148.

11 16

W. Won.

BOARD 9.

Reynolds, B.
Halliwell, W.

GAME 233.

Off 132.

4 8

Drawn.

Halliwell, B.
Reynolds, W.

GAME 234.

Off 132.

29 25

310-16 19

Drawn.

Reynolds, B.
Halliwell, W.

GAME 235.

Off 20.

26 23

Same as 193 at 1st
move.

235a. Off 193.

8 12

315-24 19

W. Won.

Halliwell, B.
Reynolds, W.

GAME 236.

Off 19.

8 12

Drawn.

BOARD 10.

Morrall, B.
Denvir, W.

GAME 237.

Off 147.

24 19

W. Won.

Denvir, B.
Morrall, W.

GAME 238.

Off 161.

26 19

B. Won.

Morrall, B.
Denvir, W.

GAME 239.

Off 67.

29 25

Drawn.

Denvir, B.
Morrall, W.

GAME 240.

Off 67.

14 18

W. Won.

SEVENTH DAY.

BOARD 1.

Head, B.
Stewart, W.

GAME 241.

Played same as
game 49.

Stewart B.
Head, W.

GAME 242.

Off 212.

22 18

B. Won.

Head, B.
Stewart, W.

GAME 243.

Off 81.

9 14

18 9

5 14

29 25

11 15

25 22

7 11

17 13

4 8

22 17

15 18

30 25

11 16

24 19

311-2 7

Drawn.

Stewart, B.
 Head, W.
 GAME 244.
 Off 73*b*.

 25 21
 312-16 20
 31 27
 Same as 141 at 1st
 move.

 244*a*. Off 141.

 1 6
 313*b*-29 25

 Drawn.

 BOARD 2.
 Buchanan, B.
 Reynolds, W.
 GAME 245.
 Off 199.

 11 15
 22 17
 13 22
 25 11
 8 15
 21 17
 5 9
 17 13
 9 14
 29 25
 4 8
 25 22
 8 11
 28 24
 3 8
 23 18
 14 23
 27 18
 10 14
 18 9
 15 19

24 15
 11 25
 30 21
 1 5
 26 22
 5 14
 31 27
 341-7 10

 Drawn.

 Reynolds, B.
 Buchanan, W..
 GAME 246.
 Off 199.

 6 9
 342-27 24

 Drawn.

 Buchanan, B.
 Reynolds, W.
 GAME 247.
 Off 30.

 11 16
 367-17 13
 9 14
 22 17
 7 10
 329-29 25
 4 8
 25 22
 8 11
 367*a*-31 27

 Drawn.

 Reynolds, B.
 Buchanan, W.
 GAME 248.
 Off 30.

 6 10

 Drawn.

BOARD 3.
 Hill, B.
 R. Jordan, W.
 GAME 249.
 Off 49.

 17 13

 Drawn.

 R. Jordan, B.
 Hill, W.
 GAME 250.
 Off 21.

 3 7

 B. Won.

 Hill B.
 R. Jordan, W.
 GAME 251.
 Off 58.

 5 9
 28 19
 4 8
 Same as 58 at 12th
 move.

 251*a*. Off 58.

 9 14

 W. Won.

 R. Jordan, B.
 Hill, W.
 GAME 252.
 Off 13.

 8 11
 17 13
 16 20
 Same as 13 at 9th
 move.

 252*a*. Off 121.

26	31
13	9
6	13
15	6
31	26
Same as 121 at 18th move.	
252b. Off 121.	
25 21	
Drawn.	
BOARD 4.	
Ferrie, B.	
Horr, W.	
GAME 253.	
Off 140.	
30 26	
Drawn.	
Horr, B.	
Ferrie, W.	
GAME 254.	
Off 119a.	
22 17	
Drawn.	
Ferrie, B.	
Horr, W.	
GAME 255.	
Off 93.	
19 16	
Drawn.	
Horr, B.	
Ferrie, W.	
GAME 256.	
Off 223.	
13 9	
Drawn.	

BOARD 5.	
Searight, B.	
Grover, W.	
GAME 257.	
Off 13.	
26 22	
B. Won.	
Grover, B.	
Searight, W.	
GAME 258.	
Played same as 13.	
Searight, B.	
Grover, W.	
GAME 259.	
Off 161.	
1 6	
Drawn.	
Grover, B.	
Searight, W.	
GAME 260.	
Played same as 161.	
Drawn.	
BOARD 6.	
A. Jordan, B.	
Barker, W.	
GAME 261.	
Off 32.	
27 18	
Drawn.	
Barker, B.	
A. Jordan, W.	
GAME 262.	
Off 31.	
11 16	
Drawn.	

A. Jordan, B.	
Barker, W.	
GAME 263.	
Off 91.	
11 15	
Drawn.	
Barker, B.	
A. Jordan, W.	
GAME 264.	
Off 91.	
25 21	
Drawn.	
BOARD 7.	
Gardner, B.	
Denvir, W.	
GAME 265.	
Off 126.	
25 21	
Drawn.	
Denvir, B.	
Gardner, W.	
GAME 266.	
Off 19.	
26 23	
W. Won.	
Gardner, B.	
Denvir, W.	
GAME 267.	
Off 59.	
9 13	
30 25	
13 22	
25 11	
7 16	

24 20
3 8
20 11
8 15
303-27 24
Drawn.
Denvir, B.
Gardner, W.
GAME 268.
A Repeat of game
267.
BOARD 8.
Dearborn, B.
Hynd, W.
GAME 269.
Off 7.
10 14
22 17
7 10
30 26
270a-16 20
W. Won.
Hynd, B.
Dearborn, W.
GAME 270.
Off 110.
4 8
30 25
7 10
22 17
Same as 269 at 4th
move.
270a. Off 269.
9 13
Drawn.

Dearborn, B.
Hynd, W.
GAME 271.
Off 161.
11 16
Drawn.
Hynd, B.
Dearborn, W.
GAME 272.
Off 147.
10 14
Drawn.
BOARD 9.
Schaefer, B.
Halliwell, W.
GAME 273.
Off 146.
9 14
Drawn.
Halliwell, B.
Schaefer, W.
GAME 274.
Off 84.
3 8
W. Won.
Schaefer, B.
Halliwell, W.
GAME 275.
Missing from Copy
Book.
Halliwell, B.
Schaefer, W.
GAME 276.
Off 33a.
28 24
11 16

30 25
9 13
18 15
7 11
21 17
11 18
22 15
13 22
25 18
365a-5 9
Drawn.
BOARD 10.
Heffner, B.
Morrall, W.
GAME 277.
Off 21.
5 9
Drawn.
Morrall, B.
Heffner, W.
GAME 278.
Off 21.
6 9
Same as 93 at 2nd
move.
278a. Off 94.
26 22
11 15
22 17
300- 7 11
299-17 13
W. Won.
Heffner, B.
Morrall, W.
GAME 279.
Off 92.
25 22

8	12
27	23
12	19
23	16
20	24
16	12
7	11
17	14
15	19
32	28
11	16
14	9
16	20
22	17
6	10
280-26	23
Drawn.	
Morrall, B.	
Heffner, W.	
GAME 280.	
Off 279.	
9	5
Drawn.	

EIGHTH DAY.

BOARD 1.	
Schaefer, B.	
Stewart, W.	
GAME 281.	
Off 21.	
28	24
W. Won.	

Stewart, B.	
Schaefer, W.	
GAME 282.	
Off 167.	
26	22
11	15
22	18
15	24
18	9
6	13
27	20
4	8
23	18
8	11
18	14
10	17
21	14
12	16
25	22
16	19
29	25
11	15
30	26
298-1	5
Drawn.	

Schaefer, B.	
Stewart, W.	
GAME 283.	
Off 11.	
10	14
Drawn.	
Stewart, B.	
Schaefer, W.	
GAME 284.	
Off 89.	
23	19
Drawn.	

BOARD 2.	
Buchanan, B.	
Denvir, W.	
GAME 285.	
Off 232.	
4	8
Drawn.	
Denvir, B.	
Buchanan, W.	
GAME 286.	
Off 161.	
5	9
Drawn.	
Buchanan, B.	
Denvir, W.	
GAME 287.	
Off 57b.	
4	8
Drawn.	
Denvir, B.	
Buchanan, W.	
GAME 288.	
Played the same as	
games 13 and 258	
up to and including	
the stroke and	
then abandoned as	
drawn.	
BOARD 3.	
Dearborn, B.	
R. Jordan, W.	
GAME 289.	
Off 15.	
8	12
Drawn.	

R. Jordan, B.
Dearborn, W.
GAME 290.
Off 15.

8 11

Same as 1 at 7th
move.

290a. Off 82.

2 7

15 6

1 10

22 18

9 13

Same as 82 at 10th
move.

290b. Off 82.

16 20

14 9

3 8

9 6

8 12

6 2

11 16

2 7

Same as 82 at 27th
move.

Dearborn, B.
R. Jordan, W.
GAME 291.
Off 9.

16 20

W. Won.

R. Jordan, B.
Dearborn, W.
GAME 292.
Off 47a.

3 7

Drawn.

BOARD 4

Barker, B.
Ferrie, W.

GAME 293.

Off 1.

24 20

8 12

28 24

9 14

22 18

294-10 15

W. Won.

Ferrie, B.
Barker, W.

GAME 294.

Off 293.

3 8

Drawn.

Barker, B.
Ferrie, W.

GAME 295.

Off 17.

22 17

7 10

17 13

3 7

296-25 22

Drawn.

Ferrie, B.
Barker, W.

GAME 296.

Off 295.

24 20

Drawn.

BOARD 5.

Searight, B.
Heffner, W.

GAME 297.

Off 167.

15 22

Drawn.

Heffner, B.
Searight, W.

GAME 298.

Off 282.

19 24

Drawn.

Searight, B.
Heffner, W.

GAME 299.

Off 278a.

29 25

Drawn.

Heffner, B.
Searight, W.

GAME 300.

Off 278a.

8 11

29 25

3 8

25 22

Same as 97 at 4th
move.

300a. Off 97.

17 1

W. Won.

BOARD 6.	
A. Jordan, B.	
Head, W.	
GAME 301.	
Off 211.	
27	23
9	14
22	18
15	22
25	9
5	14
29	25
11	15
24	20
15	24
28	19
8	11
19	16
12	19
23	7
2	11
25	22
4	8
326-26	23
Drawn.	
Head, B.	
A. Jordan, W.	
GAME 302.	
Played same as	
game 49.	
A. Jordan, B.	
Head, W.	
GAME 303.	
Off 267.	
28	24
Drawn.	

Head, B.	
A. Jordan, W.	
GAME 304.	
Off 173.	
23	18
4	8
Same as 60 at 9th	
move.	
304a. Off 60.	
18	14
Drawn.	
BOARD 7.	
Gardner, B.	
Reynolds, W.	
GAME 305.	
Off 138.	
10	15
Drawn.	
Reynolds, B.	
Gardner, W.	
GAME 306.	
Off 107.	
6	9
25	22
8	11
Same as 73b. at 5th	
move.	
306a. Off 73b.	
11	16
Drawn.	
Gardner, B.	
Reynolds, W.	
GAME 307.	
Off 52.	
18	15
Drawn.	

Reynolds, B.	
Gardner, W.	
GAME 308.	
Off 15.	
1	5
W. Won.	
BOARD 8.	
Hill, B.	
Hynd, W.	
GAME 309.	
Off 132.	
23	18
B. Won.	
Hynd, B.	
Hill, W.	
GAME 310.	
Off 234.	
10	15
W. Won.	
Hill, B.	
Hynd, W.	
GAME 311.	
Off 243.	
8	11
W. Won.	
Hynd, B.	
Hill, W.	
GAME 312.	
Off 244.	
6	9
31	27
313a-1	6
26	23
16	20

Same as 182 at 2nd
move.

312a. Off 182

29 25

11 16

24 19

Same as 54 at 21st
move.

312b. Off 107a

2 7

Drawn.

BOARD 9.

Halliwell, B.

Horr, W.

GAME 313.

Off 73b.

25 21

Same as 312 at 2nd
move.

313a. Off 312.

16 20

Same as 141 at 2nd
move.

313b. Off 244a.

24 19

Same as 54 at 19th
move.

313c. Off 181a.

25 21

Drawn.

Horr, B.

Halliwell, W.

GAME 314.

Off 123a.

31 26

5 9

21 17

2 7

26 23

7 11

32 27

Same as 142 at 5th
move.

314a. Off 142.

22 18

Drawn.

Halliwell, B.

Horr, W.

GAME 315.

Off 235a.

22 17

9 14

18 9

5 14

316-24 19

4 8

25 22

Same as 33a at 7th
move.

Horr, B.

Halliwell, W.

GAME 316.

Off 315.

25 22

11 15

30 26

4 8

24 19

Same as 33a at 9th
move.

316a. Off 20.

7 10

Drawn.

BOARD 10.

Morrall, B.

Grover, W.

GAME 317.

Off 177.

32 27

Drawn.

Grover, B.

Morrall, W.

GAME 318.

Off 177.

20 16

394-8 12

Drawn.

Morrall, B.

Grover, W.

GAME 319.

Off 86a.

8 12

Drawn.

Grover, B.

Morrall, W.

GAME 320.

Off 126.

8 12

Drawn.

NINTH DAY.

BOARD 1.

Barker, B.

Stewart, W.

GAME 321.

Off 41.

3 8

22	17
13	22
26	17
2	6
Same as 41 at 28th move.	
Drawn.	
Stewart, B.	
Barker, W.	
GAME 322.	
Off 42.	
27	23
8	12
25	22
16	19
23	16
12	19
15	11
3	8
11	7
2	11
30	26
Same as 42 at 24th move.	
Drawn.	
Barker, B.	
Stewart, W.	
GAME 323.	
Off 123a.	
2	6
18	15
3	8
29	25
8	11
15	8
4	11
25	22
11	15

28	24
6	9
23	18
16	23
18	11
10	14
27	18
14	23
24	19
23	26
22	18
26	30
11	7
30	25
347-18	15
Drawn.	
Stewart, B.	
Barker, W.	
GAME 324.	
Off 123a.	
28	24
Drawn.	
BOARD 2.	
Buchanan, B.	
Horr, W.	
GAME 325.	
Off 212.	
26	19
B. Won.	
Horr, B.	
Buchanan, W.	
GAME 326.	
Off 301.	
22	17
Drawn.	

Buchanan, B.	
Horr, W.	
GAME 327.	
Off 216a.	
32	28
11	16
27	23
6	9
22	18
Same as 216a at 16th move.	
Drawn.	
Horr, B.	
Buchanan, W.	
GAME 328.	
Off 133.	
10	14
W. Won.	
BOARD 3.	
Grover, B.	
R. Jordan, W.	
GAME 329.	
Off 247.	
32	27
Drawn.	
R. Jordan, B.	
Grover, W.	
GAME 330.	
Off 4.	
25	22
Drawn.	
Grover, B.	
R. Jordan, W.	
GAME 331.	
Off 58.	
8	11

24 20
9 13
17 14
398a-16 19
W. Won.
R. Jordan, B.
Grover, W.
GAME 332.
Off 57b.
28 24
Drawn.
BOARD 4.
Ferrie, B.
Heffner, W.
GAME 333.
Off 56.
29 25
7 10
22 18
9 14
18 9
5 14
Same as 56 at 16th
move.
333a. Off 56.
3 7
Drawn.
Heffner, B.
Ferrie, W.
GAME 334.
Off 55.
26 22
388-14 18
Drawn.

Ferrie, B.
Heffner, W.
GAME 335.
Off 19.
24 20
16 19
21 17
9 13
Same as 86 at 2nd
move.
335a. Off 86.
27 23
8 12
23 16
12 19
17 14
6 9
Same as 86a at 3rd
move.
335b. Off 86a.
11 16
Drawn.
Heffner, B.
Ferrie, W.
GAME 336.
Played same as
Game 85.
BOARD 5.
Denvir, B.
Searight, W.
GAME 337.
Off 61a.
3 8
Drawn.

Searight, B.
Denvir, W.
GAME 338.
Off 61a.
28 24
B. Won.
Denvir, B.
Searight, W.
GAME 339.
Played same as
Game 126.
Searight, B.
Denvir, W.
GAME 340.
Played same as
Game 20.
BOARD 6.
A. Jordan, B.
Reynolds, W.
GAME 341.
Off 245.
8 11
Drawn.
Reynolds, B.
A. Jordan, W.
GAME 342.
Off 246.
28 24
Drawn.
A. Jordan, B.
Reynolds, W.
GAME 343.
Off 4.
17 13
B. Won.

Reynolds, B.
A. Jordan, W.
GAME 344.
Off 4.
9 14
W. Won.
BOARD 7.
Gardner, B.
Head, W.
GAME 345.
Off 11.
22 18
Drawn.
Head, B.
Gardner, W.
GAME 346.
Off 11.
15 19
Same as 15 at 2nd
move.
346a. Off 51.
27 24
Drawn.
Gardner, B.
Head, W.
GAME 347.
Off 323.
7 3
Drawn.
Head, B.
Gardner, W.
GAME 348.
Off 124.
31 26
Drawn.

BOARD 8.
Schaefer, B.
Hynd, W.
GAME 349.
Off 135b.
12 16
Drawn.
Hynd, B.
Schaefer, W.
GAME 350.
Off 61a.
10 15
Drawn.
Schaefer, B.
Hynd, W.
GAME 351.
Off 151.
16 20
24 19
10 14
26 23
8 11
Same as 74 at 3rd
move.
351a. Off 123a.
28 24
352-11 16
17 13
3 7
Same as 124 at 4th
move.
351b. Off 124.
26 23
W. Won.

Hynd, B.
Schaefer, W.
GAME 352.
Off 351a.
4 8
Drawn.
BOARD 9.
Halliwell, B.
Hill, W.
GAME 353.
Off 4.
9 13
B. Won.
Hill, B.
Halliwell, W.
GAME 354.
Off 3.
9 14
Same as 47 at 2nd
move.
354a. Off 47.
7 11
Drawn.
Halliwell, B.
Hill, W.
GAME 355.
Off 12.
17 13
B. Won.
Hill, B.
Halliwell, W.
GAME 356.
Off 166.
30 26
B. Won.

BOARD 10.
 Morrall,
 Dearborn,
 GAMES 357, 358,
 359 and 360.
Unplayed.

TENTH DAY.

BOARD 1.
 Denvir, B.
 Stewart, W.
 GAME 361.
 Off 48.
29 25
Drawn.

Stewart B.
 Denvir W.
 GAME 362.
 Off 28.
26 23
B. Won.

Denvir, B.
 Stewart, W.
 GAME 363.
 Off 93.
7 10
Drawn.

Stewart, B.
 Denvir, W.
 GAME 364.
Unplayed.

BOARD 2.
 Buchanan, B.
 Schaefer, W.
 GAME 365.
 Off 7.
28 24
16 20
26 22
11 16
30 26
 Same as 276 at 3rd
 move.
365a. Off 276.
3 7
Drawn.

Schaefer, B.
 Buchanan, W.
 GAME 366.
 Off 54.
11 16
25 21
6 9
 Same as 141 at 4th
 move.

366a. Off 141.
3 8
Drawn.

Buchanan, B.
 Schaefer, W.
 GAME 367.
 Off 247.
29 25
4 8
17 13
9 14

22 17
7 10
 Same as 247 at 7th
 move.

367a. Off 247.
22 18
Drawn.

Schaefer, B.
 Buchanan, W.
 GAME 368.
 Off 30.
8 11
Drawn.

BOARD 3.
 R. Jordan, B.
 Barker, W.
 GAME 369.
 Off 216a.
25 22
Drawn.

Barker, B.
 R. Jordan, W.
 GAME 370.
 Off 115.
25 21
Drawn.

R. Jordan, B.
 Barker, W.
 GAME 371.
 Off 231.
10 15
Drawn.

Barker, B.
 R. Jordan, W.
 GAME 372.
 Off 161.

 6 10

 W. Won.

BOARD 4.
 Ferrie, B.
 Reynolds, W.
 GAME 373.
 Off 38.

 15 19

 Drawn.

Reynolds, B.
 Ferrie, W.
 GAME 374.
 Off 171.

 9 13

 Drawn.

Ferrie, B.
 Reynolds, W.
 GAME 375.
 Off 163.

 1 6

 B. Won.

Reynolds, B.
 Ferrie, W.
 GAME 376.
 Off 169.

 9 13

 W. Won.

BOARD 5.
 Scaright,
 Dearborn,
 GAMES 377, 378,
 379 and 380.
 Unplayed.

BOARD 6.
 Grover, B.
 A. Jordan, W.
 GAME 381.
 Off 73b.

 16 20
 Same as 54 at 14th
 move.

381a. Off 182.

 11 16
 Same as 141 at 6th
 move.
 381b. Off 141.

 7 10

 W. Won.

A. Jordan, B.
 Grover, W.
 GAME 382.
 Off 152a.

 2 6

 Drawn.

Grover, B.
 A. Jordan, W.
 GAME 383.
 Off 177.

 22 18
 6 10
 25 22
 10 14

29 25
 14 23
 27 18
 393-11 15

 B. Won.

A. Jordan, B.
 Grover, W.
 GAME 384.
 Off 177.

 9 14

 W. Won.

BOARD 7.
 Horr, B.
 Gardner, W.
 GAME 385.
 Off 31.

 5 9
 386-28 24

 W. Won.

Gardner, B.
 Horr, W.
 GAME 386.
 Off 385.

 25 22
 8 11
 29 25
 10 14
 28 24
 7 10
 18 15
 11 18
 22 15
 16 20
 Same as 36 at 9th
 move.

 386a. Off 36.

8 12
Drawn.
Horr, B.
Gardner, W.
GAME 387.
Off 55.
24 19
Drawn.
Gardner, B.
Horr, W.
GAME 388.
Off 334
6 10
Drawn.

BOARD 8.

Hynd, B.
Heffner, W.
GAME 389.
Off 48.
17 13
11 16
Same as 222 at 2nd
move.
389a. Off 222.
16 20
Drawn.

Heffner, B.
Hynd, W.
GAME 390.
Off 222.
29 25
16 20
Same as 71 at 8th
move.

390a. Off 71.
14 18
Drawn.
Hynd, B.
Heffner, W.
GAME 391.
Off 89.
1 6
Drawn.
Heffner, B.
Hynd, W.
GAME 392
Played same as
game 12.

BOARD 9.

Halliwell, B.
Head, W.
GAME 393.
Off 383.
1 6
B. Won.

Head, B.
Halliwell, W.
GAME 394.
Off 318.
8 11
B. Won.

Halliwell, B.
Head, W.
GAME 395.
Played same as
game 41.

Head, B.
Halliwell, W.
GAME 396.
Off 42.
12 16
Drawn.

BOARD 10.

Morrall, B.
Hill, W.
GAME 397.
Off 186.
10 17
W. Won.

Hill, B.

Morrall, W.
GAME 398.
Off 91.
8 12
23 18
10 15
Same as 331 at 3rd
move.
398a. Off 331.
6 9
B. Won.

Morrall, B.
Hill W.
GAME 399.
Off 121.
21 25
22 17
25 29
26 22
7 11
22 18

29 25

17 13

25 30

Same as 121 at 14th
move.

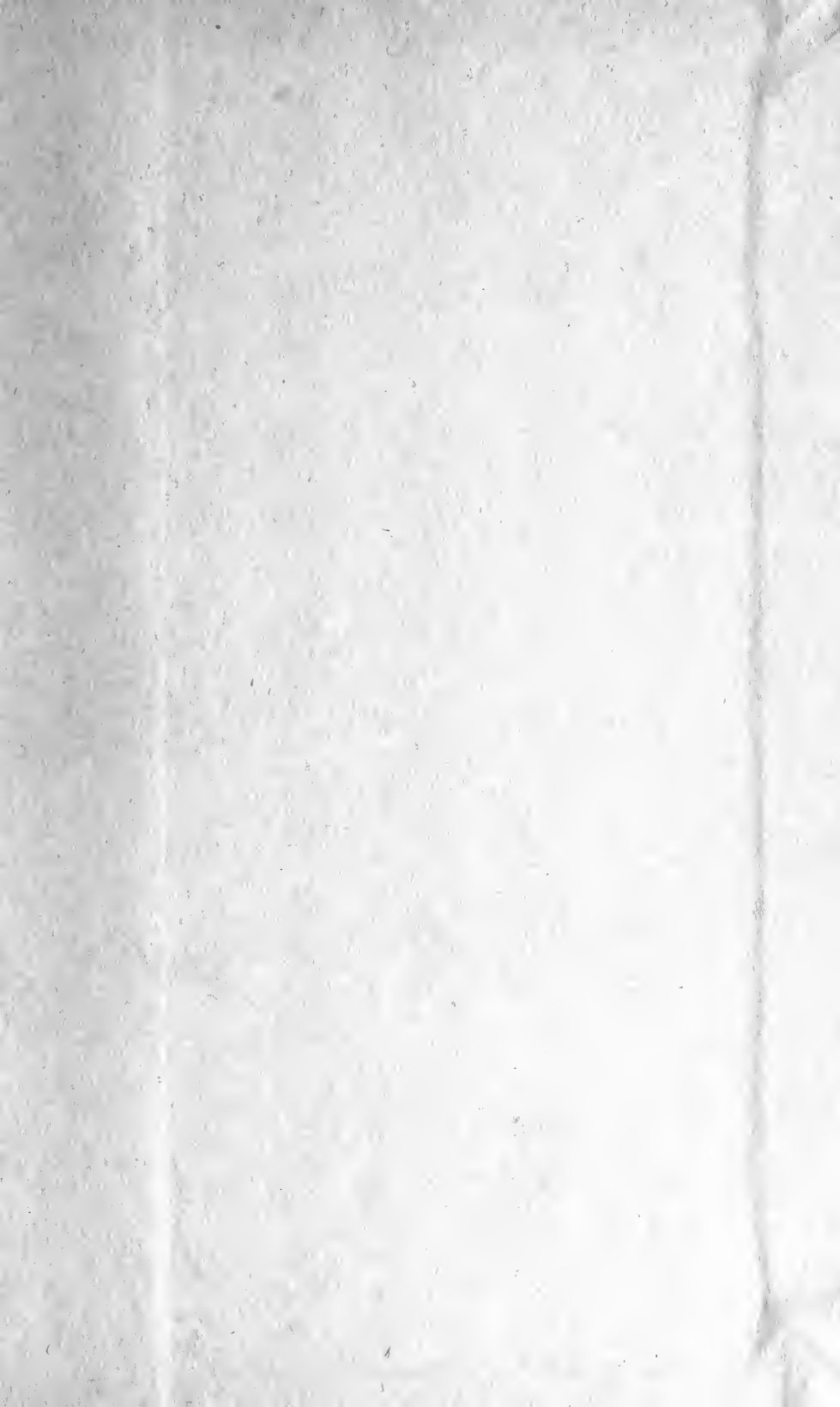
399a. Off 121.
11 15
Drawn.

Hill, B.
Morrall, W.
GAME 400.
Off 103.

28 24
Drawn.







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